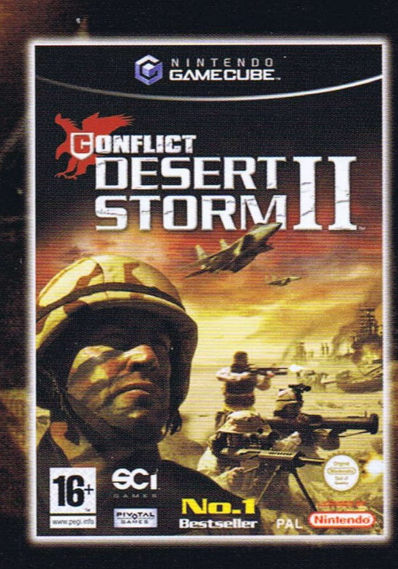
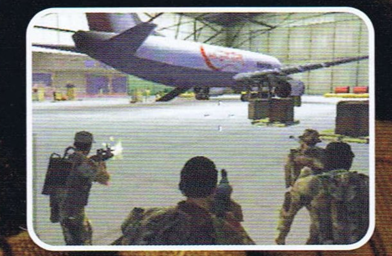
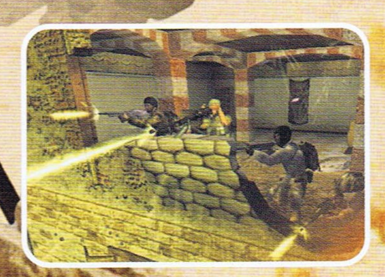

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HAPPY NEW YEAR FROM TEAM NGC!



The Year of Our Lord 2004's going to be a vintage one for Nintendo, we can feel it in Paul's water. We already know about some great games coming our way – more of that from p14 onwards – but it's that the thought of *that* unnannounced hardware and *those* unconfirmed games that's heightening our anticipation for the next 12 months. We don't want to be blindly optimistic, but even those games you aren't particularly looking forward to might just surprise you.

Just look at *Pokémon Colosseum*. We weren't expecting much, but, love them or absolutely, categorically loathe the ball-encased clowns (the majority of the **NGC** team are in the former group, incidentally), it's reassuring to see the brand-new Pokémon title turning out to be such a tidy little game in its own right. It shows Nintendo are still bang on the money when it comes to the creating the best videogames in the world. Four games this month get the coveted **NGC** Star Game Award – all of them from the great halls of Nintendo themselves. Says it all.

Hawkins
marcus.hawkins@futurenet.co.uk

PS I think that's supposed to be a sword, Paul's made me look as if I'm carrying. Something to do with fighting in a colosseum, or something. He's a rare talent, is Edwards…

TURN TO PAGE 60
For the **NGC** verdict on *Pokémon Colosseum*…

SUBSCRIBE TODAY!
Go to page 110, where for a small amount of cash you can get three free issues and a free joypad. No excuses!

TURN OVER THE PAGE!
For the full contents listing of this New Year Special ***NGC!***

WHY WE'RE No.1 FOR NINTENDO

NGC's the result of over a decade of gaming genius – so you're the best-informed Nintendo gamer around.

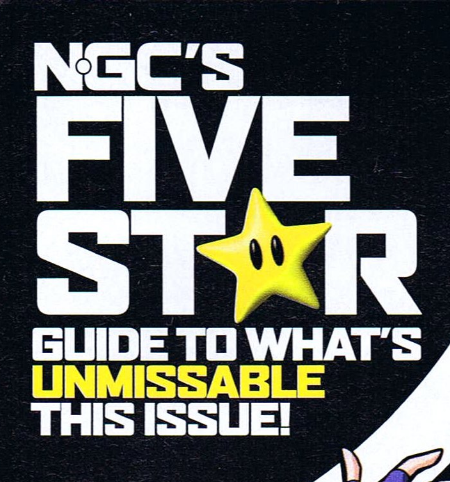


■ In the beginning… there was Super Play. Dedicated to the SNES, it changed videogame magazines forever.

■ As the N64 became the choice of real game fans, Super Play made way for the mighty N64 Magazine.

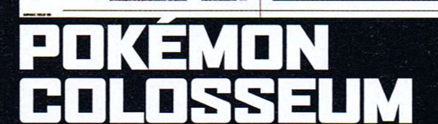


■ From issue 60, N64 transformed into **NGC** – the ultimate hit for true Nintendo fans!



1

PAGE 60



POKÉMON COLOSSEUM

MONSTER! They've conquered the world. Now they're after your GC.

2

PAGE 14

NGC 2004

There are 366 days in 2004 – there's so much goodness headed your way, an extra day is needed.

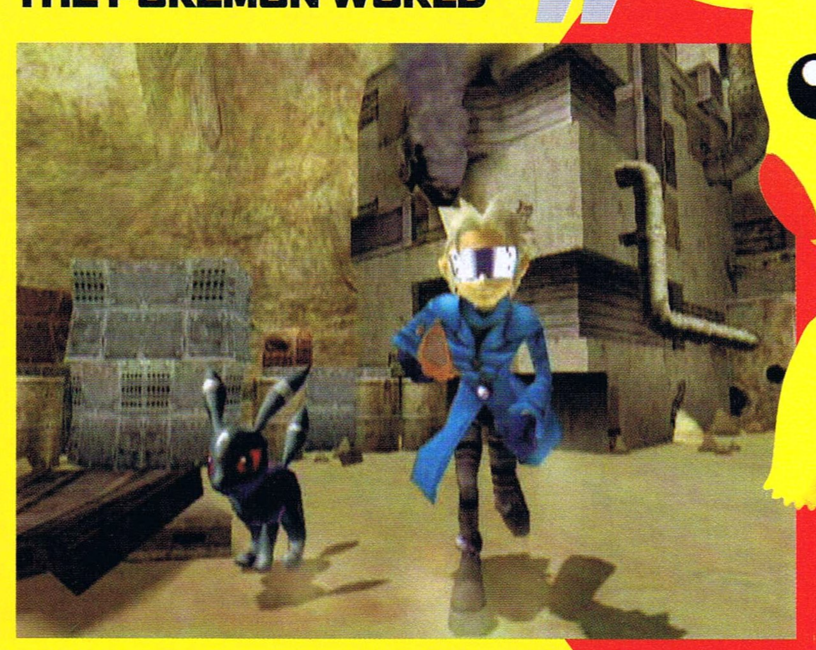
PAGE 60





POKÉMON COLOSSEUM

"MAKES A GENUINE ATTEMPT TO SHAKE UP THE POKÉMON WORLD"



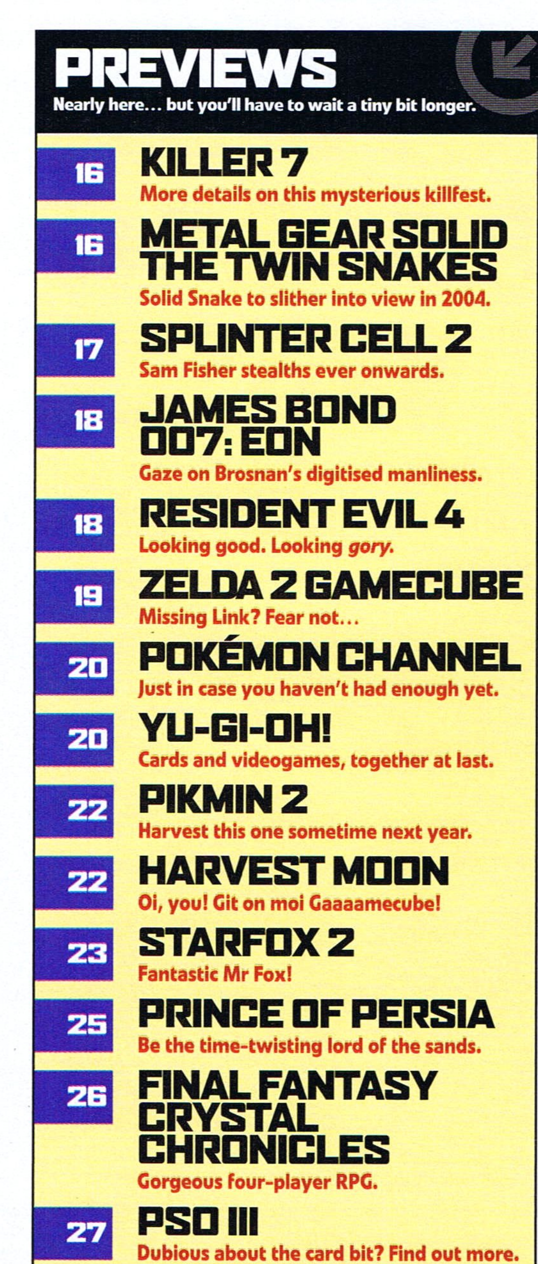
MEET ENJiKi

Our mascot is refusing to make a New Year's Resolution. "The only resolution I could keep is not to keep a resolution, and then I'd be breaking that one, too," she explained. We're still trying to unravel that masterpiece of feminine logic. Her pal Pinkjiki has resolved to practise her beat-'em-up moves more. We've booked Geraint his own seat at the local Accident and Emergency…



WHAT'S IN NGC?

Bulging at the seams with the treats in store for you in 2004.



PREVIEWS

Nearly here... but you'll have to wait a tiny bit longer.

NEWS

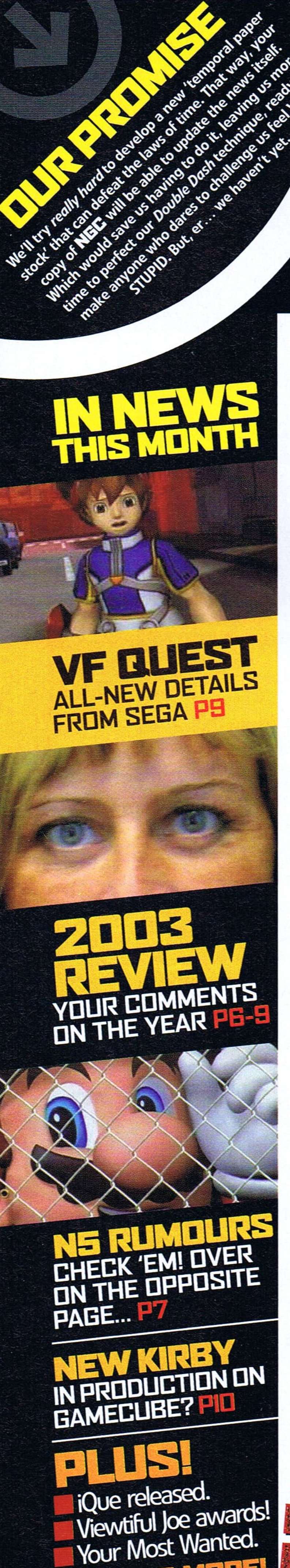
In-depth news, not pointless rumours.

EXTENDED PLAY

Licking the last bit of fun from the gaming lolly stick.

REVIEWS

Who needs money? Exchange it for some of these...









2003: THE YEAR THAT WAS...

JOIN US AS WE (WITH YOUR HELP) TAKE A LOOK BACK AND CAST OUR CRITICAL EYE OVER THE LAST 12 MONTHS...



Before we launch straight into our massive 2004 preview, we thought it might be a good idea to look back at the highs and lows of the last year. What have Nintendo done well, what have they done badly and, more importantly, what key areas do they need to improve on in order to rectify any mistakes they've made this year?

With a little help from you, our loyal readers, and the magic of inter-webular technology that we call the forum at www.gamesradar.com, we've compiled a selection of your comments about Nintendo's 2003 performance, as well as our own thoughts on all the year's most important issues.

Our letterbox is open, so if you feel you know better, or want to voice disgust or approval about any of these topics, you know what to do.

ADVERTISING AND MARKETING

YOUR SHOUT:

I've seen as many Nintendo TV adverts as I've seen for PS2 or Xbox, but the quality of them is very poor. The adverts for both *Zelda* and *Metroid* were among the worst offenders. **Insert_Coin**

Nintendo? Marketing? Where?!? Their Marketing team should be fired. Seriously. Nintendo's lack of real advertising has been a MAJOR problem. *F-Zero, Metroid, Zelda* etc may indeed be the dogs dangleisms, but if no-one knows they exist, they're hardly going to be persuaded to buy it, are they? **Andrew Mills**

The marketing has been awful, really awful all year. Either it has been non-existent or it has been hopelessly misjudged. Adverts are on during kids' TV programmes and



△ **Ambitious in scope – cinematic in quality. When Nintendo actually *try*…**



△ **…the result is much better than *Mario Kart's* poor campaign. *Sigh*.**



EA RIDGE RACER
Electronic Arts announced this month that they'll be publishing R:Racing Evolution across all formats in Europe. Our main concern here is that, in Japan at least, Pac-Man Vs has been bundled with the product, and should EA publish Namco's racer over here, will this mean that Nintendo will cut Pac-Man out of the deal?

PUBLIC SATISFACTION POLL

More people bought a Gamecube this year than in its launch year – and, thanks to the price cut, the number is growing all the time. So the question is: just how satisfied are you with your purchase?

Totally blown away. I would like to have Shigsy's babies: 21%

I've enjoyed their games. I don't regret buying my Gamecube: 57%

Okay. Not bad, I suppose: 12%

I wish they'd pull their finger out and get with the programme: 8%



This advert showed thousands of kids travelling by any means to get to a game store.

are an embarrassment to people over 10. Just who are they trying to sell this to? **Abacus**

Pfft! What a stinkin' load of crap! **The One and Only**

WE RECKON…
Oh dear. They still don't get it, do they? Sexist GBA SP ads that alienate half of their potential user base. A non-existent push for the astounding *F-Zero*. And *Metroid Prime* and *Zelda* campaigns that were not only embarrassing but failed in every way to promote the quality of the games.

How about actually *showing* people Gamecube's most impressive games with well-selected in-game footage? Anyone who's seen *F-Zero GX* running at full pelt has been dead impressed – so why don't more people get to actually *see* it in all its glory? It beggars belief that Nintendo still don't produce ads that reflect the remarkable quality of their products, and unfortunately, it doesn't look like they're learning their lesson. Maybe it's time NOE woke up and realised their marketing teams are desperately out of touch…

GRADE: D-

PAL TERRITORIES

YOUR SHOUT:
It's been much better this year. The only thorn in the side of PAL gamers this year for me has been the no-show of *Animal Crossing*. **Insert Coin**

I don't feel particularly let down by Nintendo's PAL treatment. With the exception of *Animal Crossing* (the only game I've ever imported to play), they've got the games over here. **Silly Sprout**

MUCH better than before – and we have 60Hz modes and 50Hz conversions aplenty. This is an area I'm happy with as a Nintendo gamer. **Andrew Mills**

Australia, while being a PAL territory, gets *Animal Crossing*, very late. Britain, Germany, France etc get to import it from Australia or another country. Why? For the record, I imported a Canadian copy of *Animal Crossing*. **Tnman**

Nintendo has vastly improved in Europe. *Metroid Prime* though? March? Madness. **Jonny Gambler**

WE RECKON…
Good lord. Nintendo have actually pulled their finger out and got Europe some games! Okay, so *Metroid Prime* came three months late, and *Animal Crossing* is still on the other side of the world – but they've undoubtedly started to make positive steps at correcting what has always been one of our biggest gripes with Nintendo.

Even better, *1080° Avalanche* and *Mario Kart* made it out here before anywhere else – here's hoping that Nintendo can continue to improve in this area.

GRADE:



THE GAMES

YOUR SHOUT
The games roster is staggering compared to N64. **Tnman**



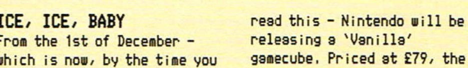


The best future racer the world has ever seen? *F-Zero* demonstrated just how powerful a Nintendo license can be in the safe hands of old rivals Sega. Amazing.

SHORT CUTS

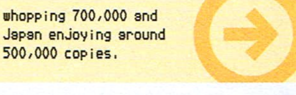
RUMOUR ROUND UP

Could N5 be closer than we think? There's been masses of speculation regarding Nintendo's successor to Gamecube – one of which being, that we may well hear news of their next-gen console as early as E3 2004. These rumours were no doubt born out of the suggestion that Microsoft may begin talking about their own next-gen successor at their annual conference in the Spring. This may well be a possibility. Microsoft actually announced their current console the best part of two years before it was launched. So, will Nintendo start early themselves? We sincerely doubt it, as announcing another console this early in a cycle would be almost as bad as conceding defeat. We believe this rumour may well have started at a recent announcement concerning Nintendo's 2.9 Billion Yen loss (the first loss posted for over 30 years). Nintendo's executive director Jinyou Mori was falsely reported as saying Nintendo planned a 2004 unveiling along with a simultaneous release that year. He was actually referring to the planned 'new game product' to be unveiled at E3 2004.



ICE, ICE, BABY
From the 1st of December – which is now, by the time you read this – Nintendo will be releasing a 'Vanilla' gamecube. Priced at £79, the pack will come with a free 'Zelda: Collectors Edition' bonus disk.

FINAL FANTASY ADVANCES
It seems people just can't get enough of Square's strategy gem, Final Fantasy Advance. Sales have broken the 1 million mark worldwide and then some – with the US in particular, eating up a whopping 700,000 and Japan enjoying around 500,000 copies.





SHATALOGUE WATCH

To save you the effort of logging on to the creaky old Stars Catalogue at nintendovip.com we'll be keeping an eye on it on your behalf. So as we finish off the last bits and pieces of the magazine, our final chore before printing it will be to check exactly what you can spend your hard-earned stars on this month. Remember, folks – only in NGC.

Current items: 15
Available: 0
Sold out: 15



IQUE HITS CHINA

Nintendo's attempt to break into the problematic Chinese market is well and truly underway. The new device is currently on sale for approximately $120 (about £80). The device, which looks like a cross between an N64 and Dreamcast Joypad, comes bundled with *Zelda Ocarina of Time, Wave Race, Mario 64, Doctor Mario* and *Lylat Wars*. Games can be downloaded onto the device's unique memory card from dedicated kiosks found in game stores and bookshops across China.



△ Not as good as the SNES version you say? What's that, sorry? Your…





△ …retro-perversion is stopping you from *getting a life*? How tragic.



△ *1080* has been a rather sweet surprise to end the year. We have a…

△ …full review of this snowboarding beauty over on page 34. Enjoy.

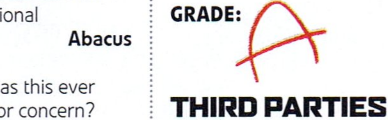
I don't think the quality of games is in question. Games like *Zelda, Metroid Prime, Wario Ware Inc* and *AW2* have been absolutely superb. One of the best developers around. **Xeon**

I wouldn't say the games are the best Nintendo have ever produced, but I think their consistency still lets them maintain their title as the best developer. **Kiaran**

With the exception of *Metroid Prime* and *F-Zero*, the games have been good without being great, and they have missed that 'wow-factor' that comes with a genuine generational hardware leap. **Abacus**

Oh, come on. Has this ever been a cause for concern? **More Heat than Light**

WE RECKON…
Have we really ever had it so good? *Metroid, Zelda, F-Zero, Mario Kart, Soul Calibur, 1080* and *Viewtiful Joe* top a list of games that have been outstanding, and that's not even counting some exceptional releases on GBA, like *Advance Wars* and *Mario and Luigi*. We can't remember a time when we had so much quality in one year, and while we could always do with more, you can't argue that Nintendo have managed to deliver their fair share of outstanding gaming moments.



THIRD PARTIES
YOUR SHOUT

I actually feel guilty about the fact that *Viewtiful Joe* isn't multiformat. In essence, it's depriving some poor saps of a much-needed dose of Henshin. **The Turnip King**

The 'Cube has had the best line-up of all the consoles this year and that includes the help of third-party games like *Soul Calibur 2, Viewtiful Joe, Ikaruga, Burnout 2*. **Insert_Coin**

Every exclusive game is a reason to buy a 'Cube but every missing multiformat game is a reason not to. **Silly Sprout**

WE RECKON…
This has always been a cause for concern, and although we'll never see the likes of *GTA3* or *Halo*, Gamecube has managed to secure itself a good crop of exclusive titles with the



△ Rinky-Dink proved the power that a Nintendo character really holds – sending GC *Calibur 2* sales straight to the top…

ALL-NEW KIRBY GAME?
Despite Masahiro Sukura (the father of all things round and pink) leaving HAL Laboratory, It seems that the Nintendo development house is working on an all-new Kirby game for Gamecube. There are no details as yet, so we don't know if it will be another game based on existing technology (like Air Ride) or entirely original.

VIEWTIFUL AWARDS
Capcom's stunningly stylised scrolling beat-'em-up has been nominated for no less than three BAFTAS. The nominations include 'Best Gamecube Game'

likes of *Viewtiful Joe*, *Ikaruga*, *Resident Evil 0* and *Billy Hatcher*. There has been room for improvement, though. *Hitman 2*, *Splinter Cell* and *SSX3* for example, although excellent games, were either a little on the late side or slightly inferior to other versions. Not only that, but a couple of publishers and developers have been slowing down their output for Gamecube. These are worrying signs that Nintendo really need to address next year.

GRADE:



GBA LINK-UP

YOUR SHOUT

This is a novelty. I would never buy a game on the strength of this, and no one is going to buy a GC on the strength of this either. Bundle a GBA with the GC and then they could have some good business. **Kiaran**

Gameboy Advance link up is nice but I'd much rather have proper online support. **SillySprout**

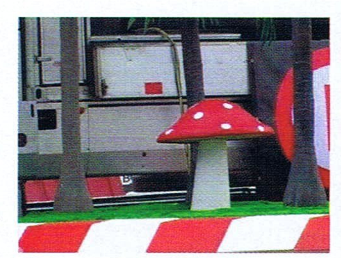
Their point with this being? NO-ONE really cares about it. It has potential but it's far from being realised. **Andrew Mills**

An utter waste of time, and that's coming from someone that has all of the hardware and link cables. **Abacus**

I don't care. Nobody cares. Why don't Nintendo realise this? **Eighthours**

Pointless. What is it good for? Online gaming? Ah, now THERE's an idea…
The one and only



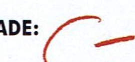


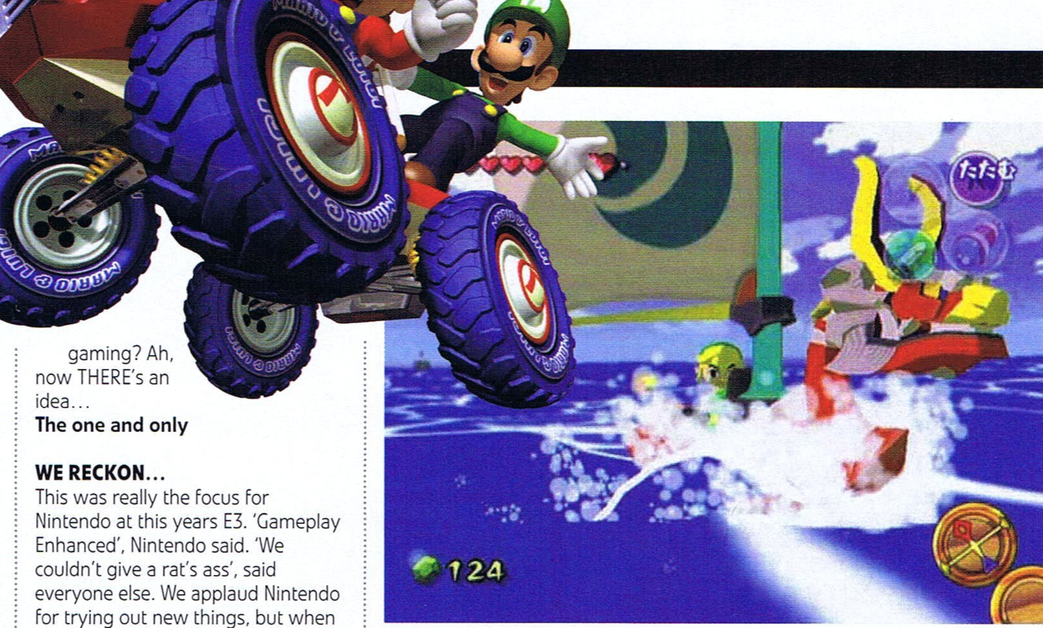
△ Look at it! LOOK AT IT! Who approved this rubbish? Who?

WE RECKON…

This was really the focus for Nintendo at this years E3. 'Gameplay Enhanced', Nintendo said. 'We couldn't give a rat's ass', said everyone else. We applaud Nintendo for trying out new things, but when three of the games promised for this unique feature look rather dumbed down, you can't blame people for switching off. The only game we've seen that looks positively 'next-generation' while seriously exploiting the feature is *Final Fantasy: Crystal Chronicles*. The worry is that people really don't understand what Nintendo is trying to do with GBA link-up. More to the point, can anyone really *afford* (or be bothered) to make these Link-Up features a part of their gaming habit? Unfortunately, we doubt it.

GRADE:





△ It courted controversy from the minute Nintendo unveiled it two years ago – and it delivered one of the most memorable experiences of 2003. Beautiful.

NGC'S HIGHLIGHTS

Best things about 2003? *Metroid Prime* – re-released for £20 within six months (who'd have thought?) *The Wind Waker*. Discovering that shortcut in Yoshi Circuit. EA making all their games good again. Tens of thousands of people snapping up a GC in time for Christmas. Free *Zelda* disc! (Which currently seems stupidly hard to get hold of for all of us who've already got a Gamecube. Bad, *Bad* Nintendo). **Marcus**

> **"IF NINTENDO WANT A MORE MATURE IMAGE FOR THE NEXT CONSOLE THEY SHOULD SNAP UP IO INTERACTIVE"**

Games-wise, it's got to be *Mario Kart: Double Dash!!* I have so much fun playing this, it doesn't even matter that I usually come last. Oh, and *Pokémon Pinball*. Any game that nearly makes me miss my train stop and rush off, leaving my season ticket on my seat to take a one-way trip to Portsmouth Harbour, has to have something going for it. Like cute monsters. Yes. Other than that, the bit where Nintendo surrounded a lorry with some fake mushrooms as a promotional exercise at ECTS was good for a laugh. Whether that's a good thing or a bad one is debatable, but still – only Nintendo would even think of doing it. **Miriam**

Zelda was obviously a high point, running away with the biggest score I've ever felt obliged to give in a review. I loved *Wario Ware* for the GBA and the quality of the third-party stuff was also very good this year, particularly *Hitman 2* and *Freedom Fighters*. If Nintendo want a more mature image for the next console they should snap up Io Interactive before Sony or Microsoft gets there first. **Martin**

For me, it has to be *Metroid* and *F-Zero*. The barometer for a good game has to be how much they make your hands and brain hurt. Both games gave me serious muscular pain. Which was nice. It's been really nice to see Nintendo sort out their release schedules. We've rarely been left wanting over the course of the year – and, combined with the brilliant price-cut, this Christmas is a massive improvement over last year's debacle. **Geraint**



OVERALL GRADE:





△ *Rayman 3: Hoodlum Havoc* actually demonstrated how innovative GBA linkage could be. But hands up how many of you really got into this… Exactly.

SHORT CUTS



VIRTUA FIGHTER QUEST

Sega recently unveiled more details and images from their forthcoming *Virtua Fighter Quest*. Now called *Virtua Fighter Cyber Generation: Ambition of the Judgement Six*, the game follows two treasure hunters called Sei and Toka who are searching for lost data in a virtual world called Nexus. The game will take the form of a free-roaming action RPG with a strong emphasis on fighting. Early shots show that it's shaping up quite nicely – a little like a *Shenmue*-lite, if you will. Also, the game will no longer be a Gamecube exclusive, with a planned release on PS2.







'Best Design' and 'Best Intro/Animation'. The BAFTAs take place in Feb 2004.

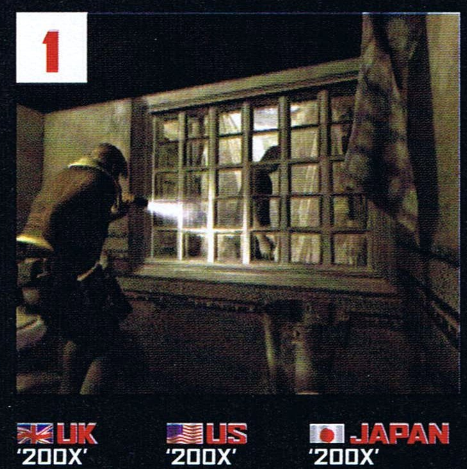
THE PHANTASY GROWS
Sega have announced that the total online community for Phantasy Star Online has grown to a whopping 600,000 registered users. This includes every version of the game that Sega has released. This number looks set to grow even further with the introduction of Phantasy Star Online 1&2+ as well as C.A.R.D Revolution – both of which will work with existing character data and lobbies of PSO.

DISAGREE WITH MOST WANTED? Then email us at **ngc@futurenet.co.uk** or write to us at **NGC**, 30 Monmouth Street, Bath, BA1 2BW and tell us the three games you're most looking forward to. Every month, we'll tally up the scores on the doors and change the list accordingly.

MOST WANTED!

Adding up the scores and accounting for taste, that's what this page does.

1 RESIDENT EVIL 4



UK	US	JAPAN
'200X'	'200X'	'200X'

Arguably the biggest thing on the horizon for Gamecube, and the one that crops up on 90% of the Most Wanted suggestions you send in. If only we had a clearer idea of when it's supposed to be released. We really don't expect to see it until this time next year, but with all that development time yet to come it's sure to be something special. Fingers crossed.

2 DONKEY KONGA



UK	US	JAPAN
2004	2004	NOW

Japanese gamers and import fans will be battering their bongos right at this very minute. They'll also be playing Donkey Kong's new rhythm action game, drumming and clapping along with some fancy J-pop tunes and all that.

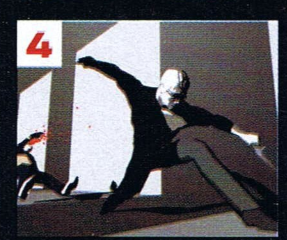
3 FINAL FANTASY: CC



UK	US	JAPAN
SPRING	SPRING	NOW

We've decided against pushing further into the Japanese version now. Which was quite a difficult decision to make seeing as it's so bloomin' marvellous. Once the English language version come out we'll go back to it with fresh eyes ready for that review…

4 KILLER 7



UK	US	JAPAN
2004	2004	2004

We're due to get a good close look at Capcom's ultra violent anime adventure early in the new year, which should answer one big question – namely, 'how is it going to play?' Everything will be revealed soon enough. Here's hoping it'll all be good news.

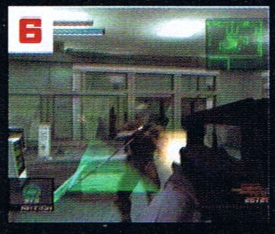
5 HARVEST MOON



UK	US	JAPAN
SPRING	SPRING	WINTER

One of life's little pleasures. Tending to your crops, fishing at a nearby stream, courting the lovely ladies at your local fete and flogging your turnips for cold hard cash at the weekly market. Our love affair with Natsume's series will never die…

6 METAL GEAR SOLID



UK	US	JAPAN
2004	2004	2004

Despite development on the game continuing at what is undoubtedly a frantic pace, the only part of it anybody has ever actually played is the same jerky old demo that has been doing the rounds since early 2003. There are surprises in store here, mark our words.

7 SYMPHONIA



UK	US	JAPAN
TBA	SPRING	NOW

Genuinely beautiful cel-shaded RPG from Namco that did extremely well in Japan – well enough, in fact, to propel Gamecube sales above those of PS2. It's getting a US translation soon, and if it doesn't come to Europe we're probably going to cry.

6 METROID PRIME 2



UK	US	JAPAN
TBA	TBA	TBA

Lovely Samus trudges around another abandoned planet, wandering through hundreds of rooms in search of an exit that might have opened an hour or two back. Fantastic game, but maybe next time she'll get a Warp Whistle or something.

! POKÉMON COLOSSEUM

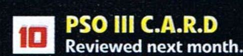


UK	US	JAPAN
SPRING	SPRING	NOW

Battle your creatures in 3D and play a decent sized RPG with all-new locations and no sign of your mother waiting back at home with one eye on the clock and your dinner on the table. Hoots 'mon!

THIS MONTH

Anata wa nihongo ga wakarimasu ka? Grab your Japanese dictionaries and head on over to page 60 for a rundown of the import version of *Pokémon Colosseum*. We've got eight pages of it, including handy gameplay tips. Yay us!



No.	Game	Description	UK	US	JAPAN
10	PSO III C.A.R.D	Reviewed next month.	PROBABLY NOT		NOW
11	UNITY	Minter's trippy neon shooter	TBA	TBA	TBA
12	BEYOND GOOD & EVIL	Another lovely-looking RPG.	TBA	TBA	TBA
13	PRINCE OF PERSIA	Decent Arabian platformer.	SPRING	SPRING	2004
14	ZELDA: FOUR SWORDS	Like the GBA version but on GC.	TBA	TBA	TBA
15	PIKMIN 2	When vegetables attack…	2004	2004	2004
16	R: RACING EVOLUTION	*Ridge Racer*, with free Jap-Man.	MARCH	NOW	NOW
17	STARCRAFT GHOST	Stealthy SF action adventure.	2004	2004	TBA
18	SONIC HEROES	Strange team-based Sonic.	SPRING	SPRING	SPRING
19	PAC-MAN	Pray it isn't for the Scatalogue.	TBA	TBA	NOW
20	MARIO TENNIS	You know you want to.	2004	2004	2004
21	JAMES BOND: E.O.N.	Jimmy Bondalongadingdong.	SPRING	SPRING	TBA
22	BATEN KAITOS	Very, very nice looking RPG.	TBA	TBA	WINTER
23	GEIST	First-person adventure.	2004	2004	2004
24	TETRA'S TRACKERS	More multiplayer GBA link up.	2004	2004	2004
25	TILT 'N' TUMBLE	Come on, Nintendo. When?	TBA	TBA	TBA

WRITE TO… MAILBOX/NGC/30 MONMOUTH STREET/BATH/BA1 2BW OR EMAIL NGC@FUTURENET.CO.UK

ULTRA RELEASE LIST

The latest on every Nintendo system game in development – updated monthly!

UK RELEASES

The most accurate listing available – although be aware that slippages can occur. All titles Gamecube unless otherwise stated.

DECEMBER

19	The Sims Bustin' Out (GBA)	EA

JANUARY 2004

16	Need for Speed Underground (GBA)	EA
30	NFL Street	EA
TBC	Arcade Treasures	Midway
TBC	Sword of Mana (GBA)	Nintendo
TBC	Yu-Gi-Oh! The Secret Cards (GBA)	Konami

FEBRUARY 2004

6	Looney Tunes: Back in Action	EA
6	Rogue Ops	Capcom
13	Gotcha Force	Capcom
20	Harvest Moon 2: It's a Wonderful Life	Ubi Soft
20	Harvest Moon 2: Friends of Mineral Town (GBA)	Ubi Soft
27	James Bond 007 in... Everything or Nothing	EA
27	James Bond 007 in... (GBA)	EA
TBC	Fire Emblem (GBA)	Nintendo
TBC	Goblin Commander: Unleash the Horde	Jaleco
TBC	Jet Set Radio (GBA)	Sega/Atari
TBC	Sonic Battle (GBA)	Sega/THQ
TBC	Space Channel 5 (GBA)	Sega/Atari
TBC	Sphinx & The Cursed Mummy	THQ
TBC	Teenage Mutant Ninja Turtles	Konami

MARCH 2004

5	Kirby's Air Ride	Nintendo
5	Mario Golf	Nintendo
5	Mario Golf: Advance Tour (GBA)	Nintendo
5	Pokémon Colosseum	Nintendo
12	Prince of Persia: The Sands of Time	Ubi Soft
28	Bruce Lee: Return of the Legend (GBA)	Vivendi
TBC	Beyond Good & Evil	Ubi Soft
TBC	Boktai (GBA)	Konami
TBC	Final Fantasy Crystal Chronicles	Nintendo
TBC	Metal Gear Solid: The Twin Snakes	Konami
TBC	Pitfall Harry	Activision
TBC	Pitfall Harry (GBA)	Activision
TBC	Tak & The Power of JuJu	THQ
TBC	Tak & The Power of Juju (GBA)	THQ
TBC	R: Racing Evolution	Namco/EA
TBC	Shining Force (GBA)	Sega/THQ
TBC	Spawn: Armageddon	Namco/EA

APRIL 2004

TBC	Pikmin 2	Nintendo

MAY 2004

7	Spider-Man 2	Activision
7	Spider-Man 2 (GBA)	Activision

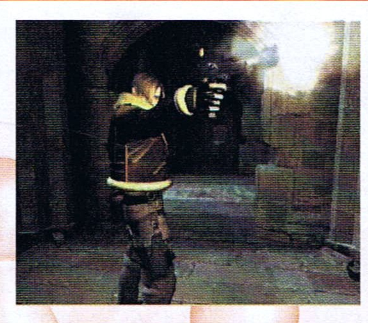
TBC 2004

Animal Crossing 2	Nintendo
Archer Maclean's 3D Pool (GBA)	Ignition
Area 51	Midway
Bad Boys II	Empire
Call of Duty: Finest Hour	Activision
The Cat in the Hat (GBA)	Vivendi
Custom Robo	Nintendo
Custom Robo GX (GBA)	Nintendo
Dead Phoenix	Capcom
Disney's Aladdin (GBA)	Capcom
Donkey Konga	Nintendo
ESPionage	Midway
Extreme Force	Namco
Fantastic Four	Activision
FIFA 2005	EA
F-Zero: Legend of Falcon (GBA)	Nintendo
Game Zero (Working Title)	Zoo
Geist	Nintendo
Good Cop Bad Cop	Revolution
Good Cop Bad Cop (GBA)	Revolution
Hamtaro: Rainbow Rescue (GBA)	Nintendo
The Incredibles	THQ
The Incredibles (GBA)	THQ
Justice League	Midway
Killer 7	Capcom
Lemony Snicket	Activision
Lemony Snicket (GBA)	Activision
Madden NFL 2005	EA
Mario Tennis	Nintendo
Mario Tennis (GBA)	Nintendo
Mega Man Battle Network 4 (GBA)	Capcom
Mega Man X Command Mission	Capcom
Metroid Prime 2	Nintendo
Metroid: Zero Mission (GBA)	Nintendo
Mission: Impossible Operation Surma	Atari
Mario & Donkey Kong (GBA)	Nintendo
Mortal Kombat 6	Midway
MTX Mototrax	Activision
NARC	Midway
NBA Live 2005	EA
NHL 2005	EA
NHL Hitz Pro	Midway
Nightmare Creatures	Ubi Soft
Nintendo Puzzle Collection	Nintendo
Onimusha Tactics	Capcom
Pac-Man Vs	Nintendo/Namco
Phantasy Star Online Episode III: C.A.R.D. Revolution	Sega
Pokémon Channel	Nintendo
Pool Paradise	Ignition
Puyo Pop Fever	Sega
Resident Evil 4	Capcom
Roadkill	Midway
Robocop	Avalon
Scary Tales	Wanadoo
Shark's Tale	Activision
Shining Soul 2 (GBA)	Sega
Shrek 2	Activision
Shrek 2 (GBA)	Activision
Sonic Advance 3 (GBA)	Sega
Sonic Heroes	Sega
Sonic Pinball Party (GBA)	Sega
Splinter Cell: Pandora Tomorrow	Ubi Soft
Spy Hunter 2	Midway
Starcraft: Ghost	Vivendi
Starfox 2	Nintendo
Super Mario 128	Nintendo
Tales of Symphonia	Namco
Urban Freestyle Soccer	Acclaim
Unity	Lionhead
Wario Ware Inc.	Nintendo
World Championship Pool 2004	Jaleco
X-Men Legends	Activision
Yu-Gi-Oh! Falsebound Kingdom	Konami
Zelda GC 2	Nintendo
Zelda: Tetra's Trackers	Nintendo
Zelda: The Four Swords	Nintendo

US RELEASES

The most important US releases. Fancy importing one?





DECEMBER

- 17 **Ozzy & Drix (GBA)** Midway
- 22 **Need for Speed Underground (GBA)** EA
- 31 **Aliens vs Predator (GBA)** Ubi Soft
- 31 **Army Men: Sarge's War** 3DO
- 31 **BattleBots** THQ
- 31 **Bruce Lee: Return of the Legend (GBA)** Vivendi
- 31 **Cubix Robots for Everyone (GBA)** 3DO
- 31 **Hamtaro: Rainbow Rescue (GBA)** Nintendo

JANUARY 2004

- 4 **Harvest Moon A Wonderful Life** SVG

FEBRUARY 2004

- 1 **The Suffering** Midway
- 9 **Final Fantasy Crystal Chronicles** Nintendo
- 10 **Starcraft: Ghost** Blizzard

MARCH 2004

- 4 **Metal Gear: Twin Snakes** Konami

TBC 2004

- **Donkey Konga** Nintendo/Namco
- **Killer 7** Capcom
- **Mario Tennis** Nintendo
- **Metroid Prime 2** Nintendo
- **Mortal Kombat 6** Midway
- **Pikmin 2** Nintendo
- **Resident Evil 4** Capcom
- **Starfox 2** Nintendo/Namco

JAP RELEASES

The best future Japanese releases. Crazy great fun.





DECEMBER

- 18 **Astro Boy: Tetsuwan Atom (GBA)** Sega
- 18 **DreamMix TV: World Fighters** Konami
- 18 **Duel Masters** Takara
- 18 **Jikkyou Powerful Pro Yakyuu 10 Chou Ketteiban** Konami
- 18 **Medal of Honor Underground (GBA)** EA
- 18 **SSX3** EA
- 18 **Takahashi Meijin no Bouken Shima** Hudson
- 30 **Sonic Heroes** Sega
- TBC **Need for Speed Underground** EA

JANUARY 2004

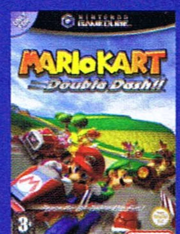
- 8 **Lord of the Rings: Ou no Kikan** EA
- 15 **Kaijuu no Shima: Amazing Island** Sega

TBC 2004

- **BioHazard 4** Capcom
- **Custom Robo** Nintendo
- **Killer 7** Capcom
- **Mario & Donkey Kong (GBA)** Nintendo
- **Mario Tennis** Nintendo
- **Metal Gear Solid: The Twin Snakes** Konami
- **Metroid Prime 2** Nintendo
- **Metroid: Zero Mission (GBA)** Nintendo
- **Pikmin 2** Nintendo
- **Starfox 2** Nintendo/Namco

THESE JUST OUT!

Missed last issue? Here's NGC's pick of the freshest games around…



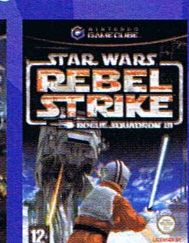
MARIO KART DOUBLE DASH
NGC/88 ■ 93%
Supreme multiplayer. Enhanced Grand Prix. Frustrating. Fun. In short, the best *Mario Kart* yet.



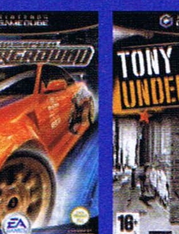
XIII
NGC/88 ■ 86%
An instantly recognisable, stylish and ambitiously big FPS which, despite the odd flaw, never fails to entertain.



METAL ARMS GLITCH IN THE SYSTEM
NGC/88 ■ 82%
An original, clever, comedy robot shoot-'em-up. An undiscovered gem.



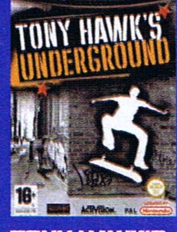
STAR WARS ROGUE SQUADRON 3 REBEL STRIKE
NGC/88 ■ 83%
Incredible flying bits, dreadful on-foot bits. A *little* disappointing.



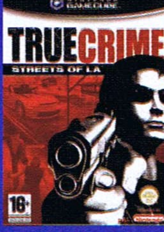
NBA LIVE 2004
NGC/88 ■ 86%
Huge and immensely impressive basketball game that easily sees off other, lesser efforts. Good old EA.



NEED FOR SPEED UNDERGROUND
NGC/88 ■ 77%
Entertaining, but not essential, illegal street racing sim. Great sounds and effects.



TONY HAWK'S UNDERGROUND
NGC/88 ■ 79%
Lots of smart new additions keep things fresh, but ultimately it lacks polish.



TRUE CRIME STREETS OF LA
NGC/88 ■ 75%
A great free-roaming crime game that's let down by its insane strictness.

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NGC 2004

Gamecube ended 2003 with a bang – and yet, that's only the beginning. Here's your definitive guide to what's coming up over the next 12 months…

KEY NINTENDO EVENTS IN 2004

- Nintendo revealing an "unconventional" new product at E3 2004 (May 11th-14th). It's expected to give a "fresh surprise" to everyone.
- Major first-party games – *Mario Golf, Mario Tennis, Zelda: Four Swords, Pokémon Colosseum, Starfox 2* – getting a UK release.
- Major third-party games *Metal Gear Solid: The Twin Snakes* (Konami), *Resident Evil 4* (Capcom), *Final Fantasy Crystal Chronicles* (Square) and *Harvest Moon: A Wonderful Life* (Ubi Soft) launching exclusively on Gamecube.
- *Sword of Mana* arriving on Game Boy Advance.
- Wild industry rumours that Nintendo are set to launch a new handheld early in the year and a new home console by Christmas prove innacurate…


Final Fantasy hits a Nintendo console for the first time in years – a cause for celebration, that. Get your GBA ready come March as this is co-operative RPGing at its finest.


Metal Gear! On Gamecube! This is going to 'rock' the 'house'. Cough. But it will.


The memory of *Starfox Adventures* will be banished with Namco's frantic shooter. Aces!



RUMOURS

Tell me lies, tell me sweet little lies, oh lord, you can't disguise... um.


What surprises are there in store for Gamecube in 2004? We're sure there'll be a couple of things in the pipeline...

METROID PRIME 2

Not so much a rumour, this, as a case of 'when will it be out?' After they finished the astonishing *Metroid Prime* (which is game of the year for at least a couple of members of Team **NGC**), second-party developer Retro Studios took a short break, then dived straight back into the world of Samus Aran. Indeed, a short video presentation of the World's Most Anticipated Sequel was shown at E3, designed, it seemed, specifically to get tongues wagging and gamers salivating. Featuring Samus being strangled and thrown to the ground by a strange red alien, your guess is as good as ours as far as the plot of the game is concerned. But you can depend on more critter-shootin', scanning and extra vision modes. And the best news? Informed rumour has it that the game is very much on track for release on Gamecube and not Nintendo's next console. Hoo-ha!

PILOTWINGS

If there's one game that we really, really want to see on Gamecube, then it's a next-gen update of this beauty. Brilliant on SNES and unimaginably fantastic on N64, a GC version of Ninty's left-field flight sim would be incredible – just imagine the detail on the islands you'd be swooping over. Rumour still has it that Factor 5, the folks behind *Rogue Leader* and *Rebel Strike*, are beavering away on a *'Wings* threequel, although when we pressed Julian Eggebrecht (*Rebel Strike's* director) on the issue back in **NGC**/83, he only had this to say: "The future is always in motion – but sadly we can't talk about anything but *Rebel Strike* at this point". 'Sadly', eh? Reckon we're onto something there... unfortunately, there might be a fly in the ointment as a new *'Wings* looks like it might skip the 'Cube altogether and become an N5 launch game. But we'll see, eh?

TOO HUMAN

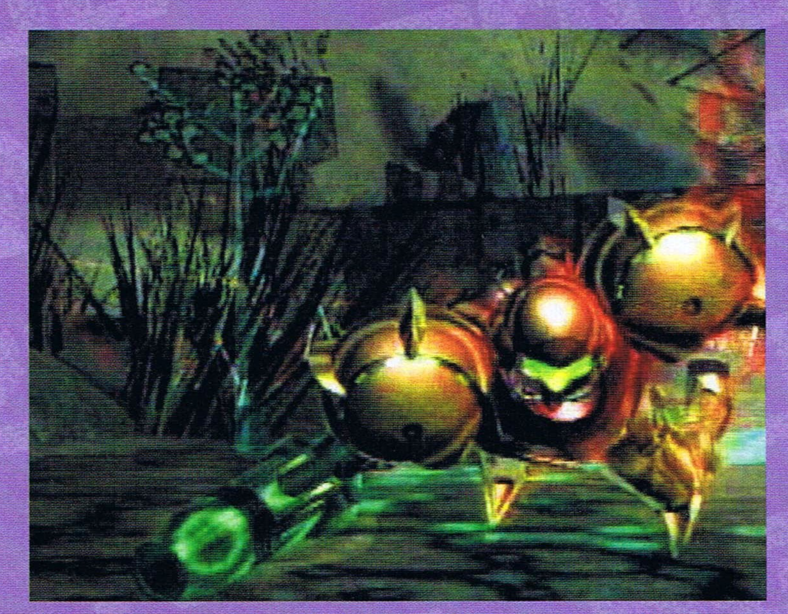
Silicon Knights, currently knee-deep in *Metal Gear Solid* code, are still said to be working on this sprawling psychological adventure, originally intended as a four-disc (!) game for PSone. We're also betting on a sequel to *Eternal Darkness*, which was a fantastic game and thoroughly deserves a follow-up.

ZOONAMI

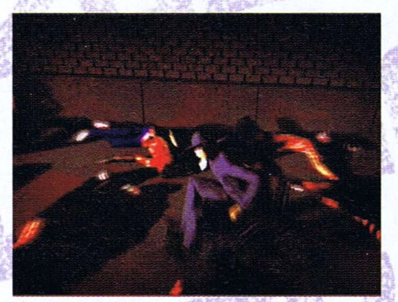
This new(ish) games company, formed by ex-Rare employee Martin Hollis, who was Project Leader on *GoldenEye* and *Perfect Dark*, has long been rumoured to be making something for Ninty (and Nintendo has a stake in the company). But what are they making? Is it a first-person shooter? Referred to as *Game Zero* in a couple of instances, we've got high hopes for whatever it might be...

HITMAN 3

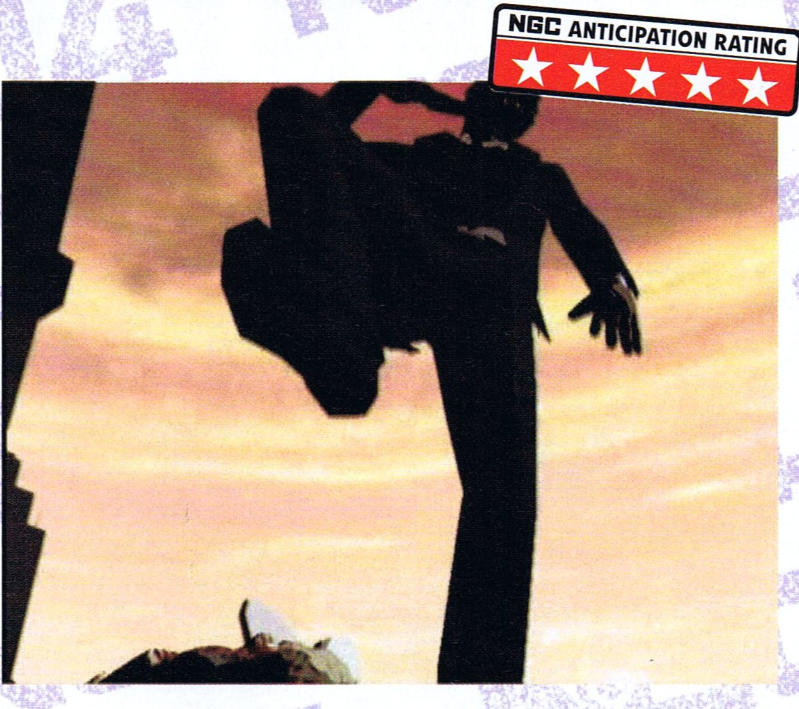
Yeah, Eidos have pulled their 'Cube support for the time being, but this is bound to be a huge seller, so we'll see. Rumoured to be set mostly in a city (shades of *GTA*, perhaps?), the prospect of this has got Kittsy very excited.


Metroid Prime 2 is bound to be frickin' amazing. If only it doesn't end with a whimper and two tedious bosses like the first game, then it'll be just about perfect, we reckon.

NGC ANTICIPATION RATING ★★★★★




Δ *Killer 7* looks incredi-babble. But we're still confused as to how it'll play, exactly. Hmm.



KILLER 7

Seven different personalities and more blood than an abattoir.

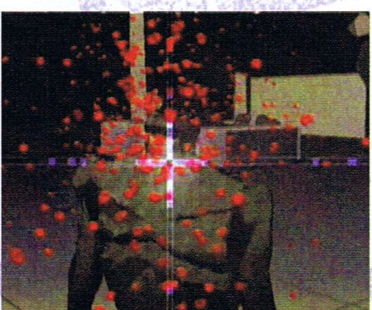
Capcom's maddening drip-feed of info on *Killer 7* means we're still slightly bamboozled as to exactly how it'll play. We know that what you do early on in the game affects the latter half, which takes place in 2005, and that each of the main character's seven personalities has a unique ability, but beyond that it's all a bit of a mystery. Fr'instance, are the first-person sections on-rails or 'proper' *TimeSplitters*-style shootin'? It's safe to say, though, that the special abilities – such as being able to alter the path of bullets and shrouding yourself in protective fire – will come into play here. Capcom should reveal all at an event in January – watch this space.

We're confident that, like the Japanese giant's own *Viewtiful Joe*, *Killer 7* is going to be a combination of a new visual aesthetic and brain-drainingly addictive gameplay. It really does look like one of the most 'adult' experiences yet – stylised and hugely violent, with liberal doses of man-claret all over the shop.

Killing around September 2004



Δ We know that you have to make decisions about where your character goes...



Δ ...so could this be a little like a traditional adventure game? Hmm, with headshots?

NGC ANTICIPATION RATING ★★★★★



Δ The game looks ten times better now than it did when it was first announced. Very nice.



Δ Sadly, there's no GBA link-up bonus as it would take too much time to implement.



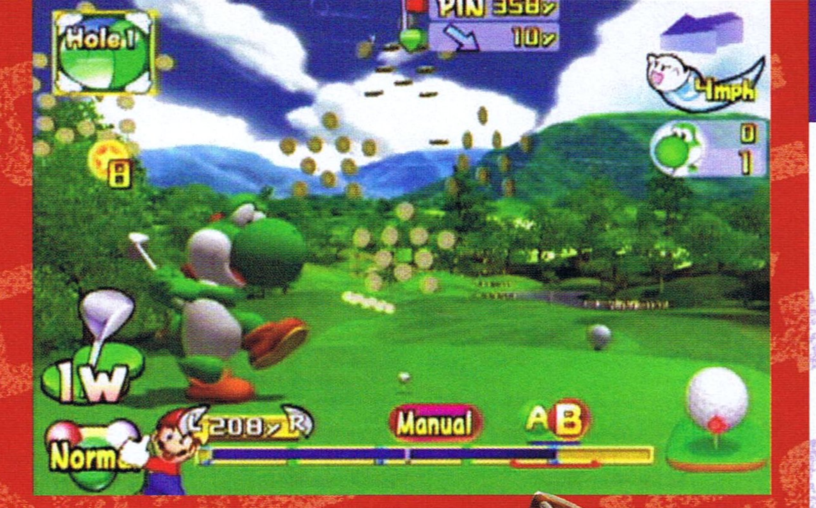
Δ Unfortunately there'll still be a million cut-scenes to break up the action. Oh well.

METAL GEAR

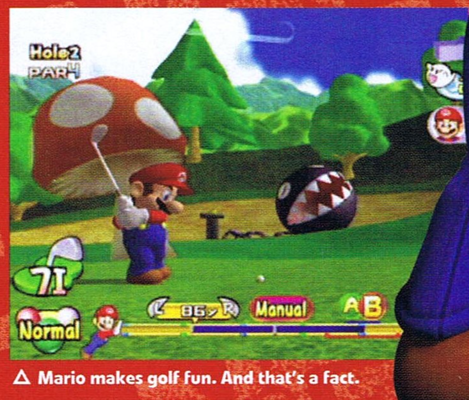
Twin Snakes for the price of one, and on the Gamecube, no less.

The original *Metal Gear Solid* arguably delivered a more satisfying story than its PS2-based sequel, and this spangly remake offers the best of both worlds – the brilliant first game bolstered with next-gen graphics and gameplay-injections, plus entirely new bits and pieces such as a first-person mode. All of Solid Snake's fancy moves from *MGS2* – hanging off guard rails, stuffing bodies into lockers – have been added to transform the *MGS* experience. Developers Silicon Knights are still keeping the major surprises under wraps but we're certain of something special.

Sneaking your way in March



NINTENDO HERO #1... MARIO



△ Mario makes golf fun. And that's a fact.

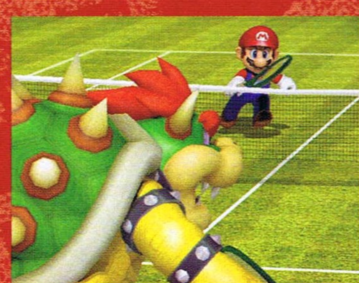
MARIO GOLF

We've already reviewed the American version of *Mario Golf*, so we can tell you that it's at least as good as the excellent N64 version (which means it's inordinately excellent). But its GBA-based little brother is worth watching too – on the Game Boy Color, *Mario Golf* was an absolutely brilliant slice of pitch-perfect putting and intense RPG thrills (really). We're hoping for some kind of GBA-Gamecube connectivity for the PAL release too – we'll keep you posted.

Tee off in both games on March 5th

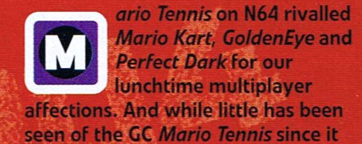


△ This is going to be a thing of multiplayer beauty, just you wait and see.



△ Let's hope some kind of LAN support is included. That'd be utterly brilliant.

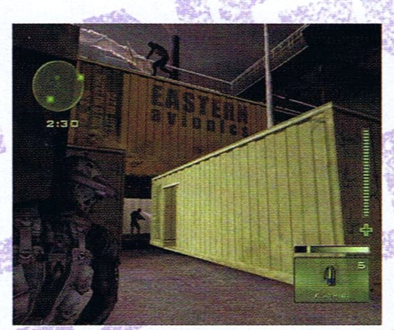
MARIO TENNIS



Mario Tennis on N64 rivalled *Mario Kart*, *GoldenEye* and *Perfect Dark* for our lunchtime multiplayer affections. And while little has been seen of the GC *Mario Tennis* since it was first announced *ages* ago, it's certain to be a brilliant update. Like *Mario Golf*, it's joined by a GBA version too. Just right for summer, eh?

Summer 2004 for these blighters

NGC ANTICIPATION RATING ★★★★★





△ *Splinter Cell* was incredibly linear but full of challenges – almost like a puzzle game, really.

SPLINTER CELL 2

Subtitled '*Pandora Tomorrow*', this sequel to the well-regarded spy-'em-up is bound to make Ubi Soft a penny or two. Expect more sneaking and gadgetry and possibly a few new moves to add to Sam Fisher's excellent wall-kick. We're also hoping for proper exterior levels.

Save the world in autumn 2004

BEYOND GOOD AND EVIL

NGC ANTICIPATION RATING ★★★★★



△ Unfortunately, your sidekick is a big talking pig. Not ideal, is it? No. Not really.

Just about to be unleashed on PS2, and hitting Gamecube in a couple of months, the latest effort from the brains behind *Rayman* offers an intriguing blend of gaming styles. Remember *Pokémon Snap*? One of the main activities in *BG&E* is photography; you've got to catalogue all animal-people in the game and you'll get rated on each shot. Excellent stuff.

Indeed, variety is the spice of life in *BG&E*, so as well as more traditional third-person adventuring, exploring and platforming there are vehicle-driving and, yes, stealth sections. Plenty to see and do, then, and it all looks great.

Start snapping in March

NGC ANTICIPATION RATING ★★★★★

△ There are three races in the *Starcraft* universe: Terrans, gribbly Zerg and the Protoss.

STARCRAFT GHOST



We've been lucky enough to see this a few times already and it looks as gadget-stuffed as *Perfect Dark*. Stealthing your way around the *Starcraft* universe is tremendous fun – you can call down radiation strikes or even NUCLEAR FRICKIN' BOMBS on your enemies or else creep up behind 'em and snap their necks. Futuristic and fantastic.

Murderise aliens come autumn 2004

DID YOU KNOW? Martin's the unbeaten *Mario Tennis 64* champ in the **NGC** office. His character of choice is Wario. We don't play with him any more.

NGC ANTICIPATION RATING ★★★★½

JAMES BOND
EVERYTHING OR NOTHING

Just like the films, it's got its own theme tune and everything.

Perhaps annoyed with their yearly Bond games being compared to *GoldenEye* and found wanting, EA have distanced themselves from Rare's classic by producing, for the first time, a third-person Bond game. And all the signs are that EA's new mantra of 'to be Bond you have to see Bond' is going to produce a cracker of a game.

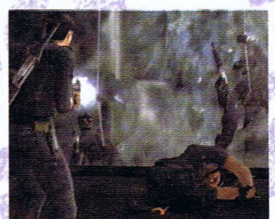
Some things have survived the transition from *Nightfire* to *EoN*, though. 'Bond Moments' are back – tackle a situation in a particularly Bond-like manner and you'll get a snatch of the Bond theme and a cut-scene showing off your cinematic daring. Once again the game is divided between playing as Bond and driving his car or motorbike. In one fantastic sequence we slid a cycle on its side underneath a lorry. Sent a shiver of excitement down our spines, it did.

Perhaps the most exciting elements of all are the multiplayer options. The co-operative mode is almost a different game in itself, full of new levels and *Four Swords*-style puzzle-solving, and the sheer flexibility of the deathmatch options allows you to pretty much fashion your own games. Aces.

Expect Mr Bond in March

△ Brosnan, Dench, Willem Dafoe and many more all lend their voices and faces to the game.





△ There's a Matrix-style time-slowing effect that you can use.



△ Bond's back! Again. This should be much better than the lacklustre *AuF* and *Nightfire*.

NGC ANTICIPATION RATING ★★★★★

RESIDENT EVIL 4

Whatever next? Zombie zebras? Undead eels?

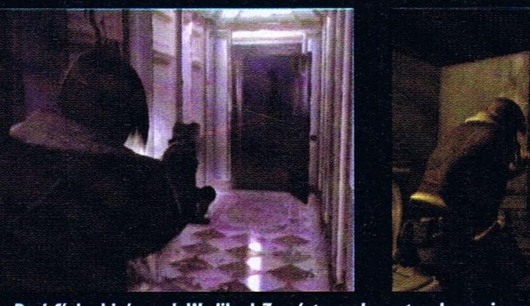
It's all in proper 3D! Blimey. And not before time, either – although the Dreamcast version of *Code Veronica* had 3D backgrounds and a dynamic camera and so can be considered a dry run for this, sort of. But then, *Veronica* didn't look half as astonishing as this. Hell, you know a game looks good when mere *curtain movement* drops your jaw. (Makes you panic at what might be moving them, too.)

But anyway, this looks like the most fear-fangling *Resi* yet. With hero Leon S. Kennedy infected with the ink-like 'progenitor virus' and terrifying nightmare-spawned hook-handed butchers waiting for him around every corner, *Resi 4* is really, *really* creepy. The emphasis on using your torch to see things clearly, thereby casting dread-laden shadows everywhere you go, is a brilliant touch. We'll have much more on this very soon…

"NIGHTMARE-SPAWNED HOOK-HANDED BUTCHERS WAITING AROUND EVERY CORNER"

Look to late 2004 for more scares





△ *Resi 4's* lookin' good. We liked *Zero's* two-character dynamic and zombie monkeys, mind.

NINTENDO HERO #2... LINK

△ This'll be a great multiplayer game.

ZELDA: FOUR SWORDS

It's a Gamecube game but, yes, it looks like a GBA game. And that's probably because it was, originally. *Four Swords*, as you may remember, was the multiplayer component of the GBA remake of *Link To The Past*, and it was tremendous, seeing up to four players working together to solve dungeons. Nintendo have obviously realised that it's easier to get four people in front of a telly than to link up their GBAs, hence this home-console version. It'll be bigger and much better than on the GBA, though, and offers some sweet connectivity action like building interiors being shown on your handheld. Nice.

Expect Link action around April



△ Looks basic, doesn't it? And it is. But that doesn't stop it being jolly good fun indeed.



△ You have to be able to knacker the opposition somehow. That'll be ace.

TETRA'S TRACKERS



This variant of the template set down by *Four Swords*, hosted by the in-disguise Princess Zelda, sees you racing around collecting stamps, oddly, rather than co-operating to explore dungeons. As such, it's a more competitive game than *Four Swords*. It's very basic but jolly good fun – we're hoping Nintendo will bundle both games together seeing as they're so basic. Wouldn't that be nice?

Get tracking around Easter

ZELDA 2 GAMECUBE



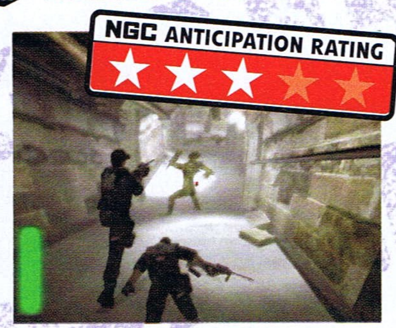
Shigsy himself has hinted that Nintendo will re-use *Wind Waker's* game engine to knock up another cel-shaded *Zelda*, so a Gamecube-based sequel is almost a certainty. We don't have a name or any details of a 'gimmick', or the plot, or anything... yet, but it's a cert that the game will follow directly on from *Wind Waker*, which ended (spoiler alert!) with Link, Zelda and the pirates sailing off into the sunset.

No release date yet...





△ *Geist* offers four-player support for multiplayer gunishment. Great.



△ There's an excellent blur effect when you're in 'ghost' form. Very nice indeed.

GEIST

Shown for the first time at E3 and then promptly disappearing from view, *Geist* is nonetheless one of the most intriguing games we've seen for a while. A first-person shooter with a modern-day setting, plus what appear to be *Half-Life*-esque giant tentacled aliens dotted around the place, the gimmick here is that you play an ethereal military operative (called a 'spectral operative', fact fans) who can fly around and possess enemies.

We reckon the drawback to this is that you can't survive for too long as a 'ghost', so you'll need to constantly find bodies to take over and use to your own ends. Developed by newcomers n-Space and published by Nintendo, this should complement *'Splitters 2* perfectly.

We reckon late 2004 for this

△ Anyone remember the chuffin' awful Spawn film? Let's hope this game's better.



△ Spawn is caught between heaven and hell, both of whom want him for, er, well...

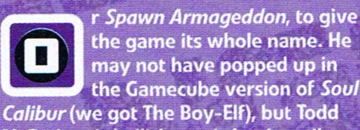


△ There are 25 missions with over 60 sublevels. Should be a fair bit to do, then.



△ Spawn will also get a variety of 'Hell Powers' to throw around. Like this.

SPAWN



Or *Spawn Armageddon*, to give the game its whole name. He may not have popped up in the Gamecube version of *Soul Calibur* (we got The Boy-Elf), but Todd McFarlane's hellish comic book antihero is headed to the 'Cube courtesy of publishers EA and developers Namco. The spandex avenger is the central character in a third-person action-adventure with guns. Lots of guns.

Set in a decayed, futuristic New York, the onus seems to be on you blowing seven shades of the proverbial out of the assorted devilish nasties taking bites out of the Big Apple, with Spawn's living cloak able to form itself into a number of handy weapons and gadgets. Let's hope *Armageddon* is better than the Dreamcast's middling effort *Spawn: In the Demon's Hand*...

March 2004 is the month for McFarlane

DID YOU KNOW? *Spawn* was first published in in 1992, with the first issue selling an incredible 1.7 million issues. McFarlane's a very rich man.

COLLECT 'EM! FIGHT 'EM!

How do you get chubby little Pikachu on the bus? You push him on! Oh, hang on, that's not right. Um.

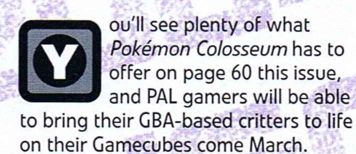
NGC ANTICIPATION RATING ★★★★



Pika in *Pokémon Channel*-o-vision. Although *Pokémon Colosseum* offers an RPG mode of sorts, we're still waiting for a proper 3D translation of the Game Boy games for GC.

POKÉMON COLOSSEUM AND CHANNEL

Gamecube gets a dose of the 'Mon!



You'll see plenty of what *Pokémon Colosseum* has to offer on page 60 this issue, and PAL gamers will be able to bring their GBA-based critters to life on their Gamecubes come March.

Pokémon Channel, though, is a different kettle of pocket monsters entirely. Following the lead of *Hey You, Pikachu!* and *Pokémon Snap* on N64, *Pokémon Channel* is an *unusual* game. You've been selected as a beta tester for the new, er, Pokémon Channel, a TV show that actually comprises of several different channels. You've also got – what else? – a pet Pikachu, which likes to watch Pokémon Channel, and much of the game sees you trying to keep him happy as he watches telly. But you can also explore your house and the surrounding environment and indulge in plenty of minigames.

It's an odd game, and in fact is a little like *Hey You, Pikachu!* minus the voice communication system. Hopefully a PAL release isn't too far away.

We're thinking summer for Pika

NGC ANTICIPATION RATING ★★★



We're playing this right now – it's just like a young gamer's *Custom Robo*.



The 'Borgs' are really toys, and the levels are *Micro Machine*-style areas.

GOTCHA FORCE

Borg to be wild! (*Terrible* – Ed.)

Like a hyper-charged *Pokémon, Gotcha Force* features over 100 differently-abilitied 'Borgs' to collect and use. The single-player game allows you to catch and use the toy-sized things, but the emphasis is on *Custom Robo*-style multiplayer deathmatches.

We've got an up-to-date build in the office and it ain't half bad – the latest in a line of colourful and enjoyable Capcom games, proving *Viewtiful Joe* wasn't a one-off. Expect a full 'Evans Special' review next issue.

13th February? It's a date…

YU-GI-OH! THE SACRED CARDS

Another GBA card game (as you'd expect, given that Yu-Gi-Oh! is itself a card game), but this one is bundled inside a sprawling RPG that's set in Battle City, the same city as *Yu-Gi-Oh! Worldwide Edition: Stairway To The Destined Duel.*

There are over 100 duellists to take on and 900 cards in total, making this brain-twistingly comprehensive *and* strategic. Just what the Yu-Gi-Oh! fan demands, no?

And the Sacred Cards themselves? Those'll be the Egyptian God Cards. (If you're up to date with the anime, you'll have seen Yugi/ Yami Yugi come up against those already. The rest of us might be a bit lost, though…)

This is the sort of thing that should sit perfectly on Nintendo's handheld, leaving the Gamecube free to take on the likes of the next title…

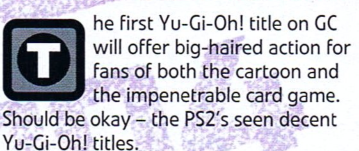
This should hit the GBA early 2004

NGC ANTICIPATION RATING ★★



Yugi has big yellow hair and likes to play cards. Unlike this grim thing.

YU-GI-OH! FALSEBOUND KINGDOM



The first Yu-Gi-Oh! title on GC will offer big-haired action for fans of both the cartoon and the impenetrable card game. Should be okay – the PS2's seen decent Yu-Gi-Oh! titles.

Easter time for hot card action

Take your first step into a whole new world.

WELCOME

And take your Sims with you wherever you go.

Create your own cast of characters and take them out of the house and out on the town.

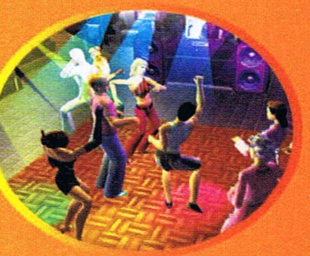


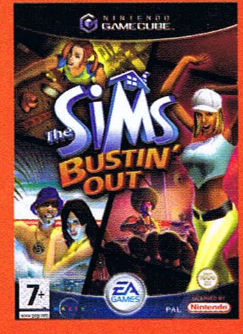
Who wants to leave their favourite Sim at home? With Nintendo Connectivity, you can download Sims from your Nintendo GameCube™ to your Game Boy Advance™ and have them in your pocket for the rest of the day. So you can enjoy the action wherever you are, whenever you want.





They'll get to meet a wild cast of characters in any number of crazy locations, from the rocking Club Rubb to Pixel Acres Nudist Camp.



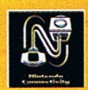


See if you can control your Sims in this brave new world. Then see if you can control yourself.



Challenge Everything







thesims.uk.ea.com

HOT GARDEN ACTION!

Never underestimate the humble charms of a rural lifestyle. Pottering around in the garden is now an established classic videogame pastime. Get down with that, homey! Um. Here's some new 'gardening' games...





NGC ANTICIPATION RATING ★★★★½

PIKMIN 2

Send flower-men to their deaths

Even if the new Pikmin give us the willies – White Pikmin looks like a sinister evil genius and Purple Pikmin is a child-minded psychopath, at least according to Grintendo – *Pikmin 2* is going to be a thing of greatness.

The first game was too short, but for a real-time strategy game set in Shigsy's garden it was frickin' brilliant. Chock-full of atmosphere and the kind of easy-to-play addictiveness Nintendo can call their own, it was a minor masterpiece. *Pikmin 2* is going to be all that and more – and the addition of a two-player co-operative mode should ensure a much more long-lived experience. Apparently the reason the game has been delayed so long is owing to the addition of more traditional multiplayer modes as well. Interesting. A Pikmin deathmatch, anyone? Possibly, although we'll wager on something more peaceful – such as who can grow the most Pikmin in the shortest amount of time. Anyway, this won't attract the *GTA* crowd, but who cares? A great game is a great game, regardless of plant-people.

Get gardening in Easter



△ This will be magnificent fun, believe us. Who'd have thought farming could be fun?



△ You can only be a bloke in this *Harvest Moon*, so ladies can't choose a husband.

HARVEST MOON

Pull the udder one! No, really.



A farming simulation? How much fun can that be? The possibly unexpected answer is *(cow)shedloads*.

We've long been fans of the series – anyone remember the excellent N64 and Game Boy Color entries? – but this all-new Gamecube version, subtitled '*A Wonderful Life*', could be the best yet. Spanning a lifetime on a farm, the game is set over 30 years, divided into six chapters (for 40 hours of gameplay, apparently). Starting with meeting your future wife and progressing onto raising your own family, the game not only asks you to successfully run your own farm but to interact with a fully-fledged community, selling your wares and running errands for people.

It might *sound* boring, but it really isn't. It's hugely involving and the minutiae of living a virtual rural life is brilliantly realised. In previous versions you had to stroke cows to make them produce more milk and appease woodland spirits to guarantee a good crop. Let's hope this is equally as charming, eh?

Ubi Soft moon us on the 20th February

NGC ANTICIPATION RATING ★★★★★



△ While running a farm in real life is fraught with economic meltdown and foot-and-mouth disease, *Harvest Moon's* lifestyle is quaint, picturesque and not smelly at all.

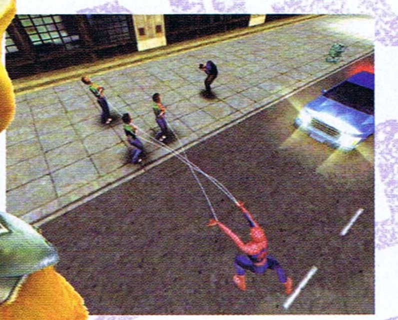


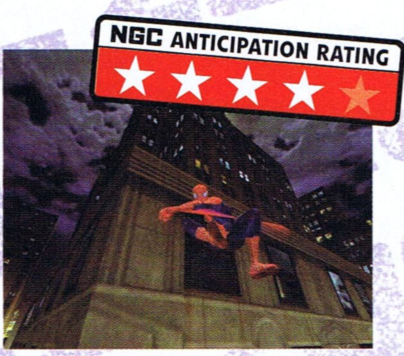


△ Shine on, *Harvest Moon!* We've been dying to say that for ages. Really. (*Get out* – Ed.)

NINTENDO HERO #3... FOX

NGC ANTICIPATION RATING





Hopefully Activision will have sorted out the camera. It was awful last time around.

SPIDER-MAN 2

Does whatever a spider can! Except eat flies.

How's this for a bit of high-concept planning? *Spider-Man 2* is the *Grand Theft Auto* of superhero games. The gimmick here is that Mr Parker can now head right down to street level, whereas before he'd simply plummet to his death if he went any lower than several hundred meters.

As a result, the game is much more freeform than its predecessor, *Spider-Man The Movie*. Spidey can speak to civilians and other characters, who'll provide him with objectives – whether it be foiling a bank raid or rescuing a child's balloon – and completing said objectives earns you 'Hero Points', which you can use to buy new abilities and pump up our hero's attributes.

Plainly, the appeal of being able to go where you want in a huge city, as a *superhero*, is immense. There's no word as yet on whether it'll be based on the movie sequel, though.

Get webslinging come summer

△ Will Falco return? Will Slippy die? Hope so.

STARFOX 2

Given the none-more-average plodathon that was *Starfox Adventures*, Nintendo have definitely done the right thing in asking Namco to develop a frantic blast-'em-up for one of their biggest mascots.

Harking back to the sublime dogfighting thrills of the the brilliant *Lylat Wars* on the N64, *Starfox 2* (we're sure it'll be called something better than that when it's released) at the moment is a more multiplayer-based title than previous *Starfoxes*.

The 30% complete version that was shown at E3 featured much deathmatching, mixing up rocket-toting on-foot characters, Landmaster tanks and swooping Arwings. It might have looked visually basic but it was fast and furious and, crucially, a lot of fun. Very promising indeed – especially if a *Mario Kart*-style LAN mode is included.

Despite these multiplayer marvels, we're sure that game will cater for the lone player too. It'd be brilliant if something even half as cinematic as *Lylat Wars'* single-player game makes its way into *Starfox 2*, but we reckon that a more match-based game is on the cards, seeing you duking it out with various different enemies in huge arenas. Time, as always, will tell.

Look for *Starfox 2* in late 2004



△ Sitting on a tower with a rocket launcher, picking off Arwings is great.



△ Let's hope Fox can redeem his good name after the so-so *Starfox Adventures*.

NGC ANTICIPATION RATING



△ Remember *Riqa* on the N64? We reckon this is what happened to it, you know.

ROGUE OPS

It's far from original, but *Rogue Ops* looks like it could at least partially fill the hole left behind by Rare's decision to take *Perfect Dark 2* to Xbox.

In fact, this is probably about as close to a *Perfect Dark* clone as you can get. There's a female protagonist – Nikki Connors – and hell, you even get to fly a spy cam around. But that's not to say that this isn't any good; indeed, it's looking really quite promising, with tight control and some excellent fatality-type moves. Sneak up on an enemy, follow the analogue stick directions and you're treated to an excellent death scene. If by 'excellent' you mean 'horribly violent'.

Expect covert action 6th February

NGC ANTICIPATION RATING

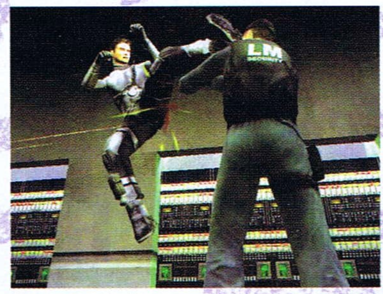
MISSION IMPOSSIBLE



Well, it can't possibly be any worse than *Mission: Impossible* on the N64, which stank like Paul's sandals on a hot day. *M:I Operation Surma* looks much better, coming from *Pilotwings 64* developers Paradigm (now owned by Atari).

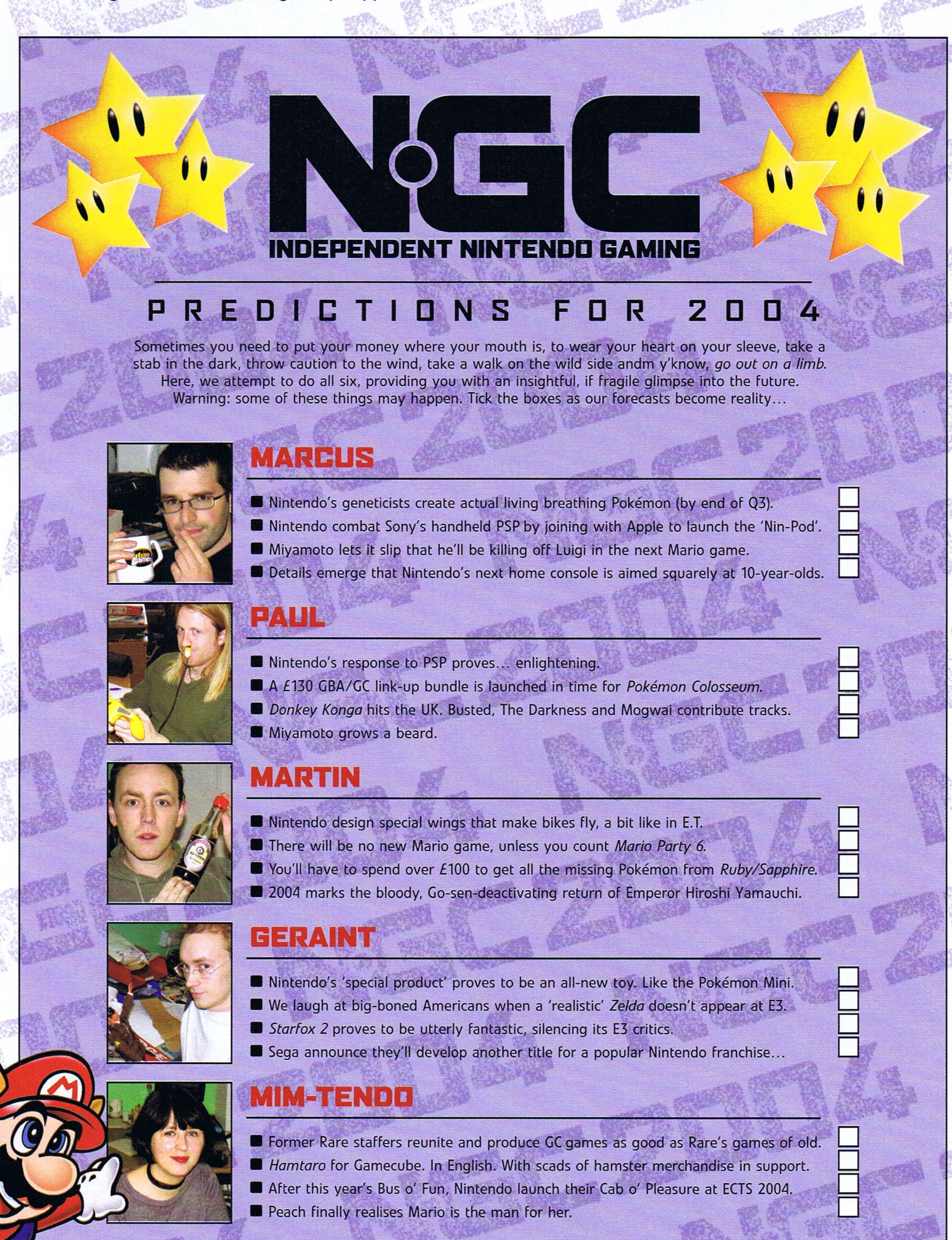
Unrelated to the second M:I film, you still get to play as main man Ethan Hunt, and the name of the game is – yes – stealth. Again. There's even a remote camera. What is it with these games? Can't they come up with *anything* new? Tsk, and so on. Still, it looks good.

Only a couple of months to wait…



△ No Tom Cruise here. But who needs him anyway, hmm? Not us. Or Nicole Kidman.

DID YOU KNOW? *Lylat Wars* was released in an enormous box with a Rumble Pak, and was the first game to support the N64 peripheral. Fact!



PREDICTIONS FOR 2004

Sometimes you need to put your money where your mouth is, to wear your heart on your sleeve, take a stab in the dark, throw caution to the wind, take a walk on the wild side andm y'know, *go out on a limb*. Here, we attempt to do all six, providing you with an insightful, if fragile glimpse into the future. Warning: some of these things may happen. Tick the boxes as our forecasts become reality...

MARCUS

- Nintendo's geneticists create actual living breathing Pokémon (by end of Q3). ☐
- Nintendo combat Sony's handheld PSP by joining with Apple to launch the 'Nin-Pod'. ☐
- Miyamoto lets it slip that he'll be killing off Luigi in the next Mario game. ☐
- Details emerge that Nintendo's next home console is aimed squarely at 10-year-olds. ☐

PAUL

- Nintendo's response to PSP proves... enlightening. ☐
- A £130 GBA/GC link-up bundle is launched in time for *Pokémon Colosseum*. ☐
- *Donkey Konga* hits the UK. Busted, The Darkness and Mogwai contribute tracks. ☐
- Miyamoto grows a beard. ☐

MARTIN

- Nintendo design special wings that make bikes fly, a bit like in E.T. ☐
- There will be no new Mario game, unless you count *Mario Party 6*. ☐
- You'll have to spend over £100 to get all the missing Pokémon from *Ruby/Sapphire*. ☐
- 2004 marks the bloody, Go-sen-deactivating return of Emperor Hiroshi Yamauchi. ☐

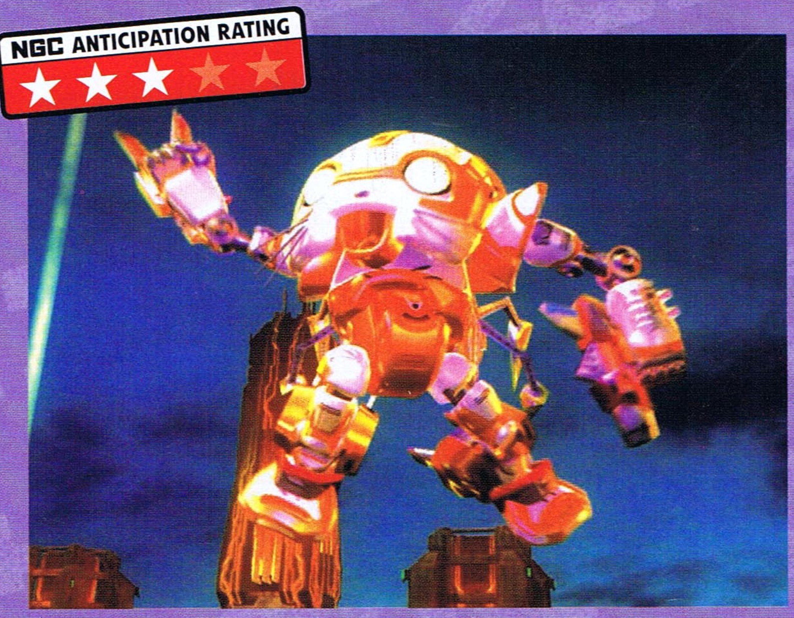
GERAINT

- Nintendo's 'special product' proves to be an all-new toy. Like the Pokémon Mini. ☐
- We laugh at big-boned Americans when a 'realistic' *Zelda* doesn't appear at E3. ☐
- *Starfox 2* proves to be utterly fantastic, silencing its E3 critics. ☐
- Sega announce they'll develop another title for a popular Nintendo franchise... ☐

MIM-TENDO

- Former Rare staffers reunite and produce GC games as good as Rare's games of old. ☐
- *Hamtaro* for Gamecube. In English. With scads of hamster merchandise in support. ☐
- After this year's Bus o' Fun, Nintendo launch their Cab o' Pleasure at ECTS 2004. ☐
- Peach finally realises Mario is the man for her. ☐





This is a Nintendo game – visually, things are kept very bright, colourful and simple.

CUSTOM ROBO


Nothing could please Geraint more than being allowed to build his own robot, weighing down its arms and shoulders with beefy weaponry and sending it to take out his mates in various multiplayer arenas. Thank Llandudno, then, that Nintendo are giving him the opportunity to do just that. The emphasis is on customisation here (hence the name). We hope the combat isn't regarded as secondary…

Armed and dangerous by the autumn

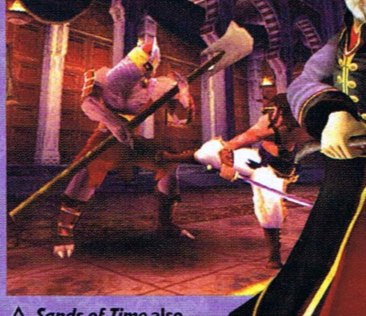
PRINCE OF PERSIA THE SANDS OF TIME

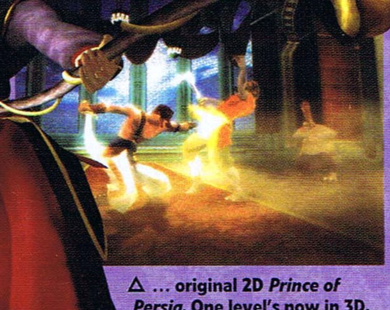
Better than this beardy art implies.


Just released on Gamecube in the US to critical acclaim, the 'next' (surely we're on 'current' by now…) gen entry in the *Prince of Persia* series is already being hailed as a classic.

A smart line in puzzles, incredible visuals, an involving quest and satisfying handling mark this game out as one of the few that have made the leap from 2D to 3D with aplomb (*Super Mario* notwithstanding). Watching the Prince move acrobatically through the environments, running up walls (right shoulder button) and slowing/ rewinding time (left shoulder) is pleasing in the extreme. But it's the way this is combined with some truly challenging environment-based puzzles and traps (think wall-blades and spikes) that works so well.

Time's up 12th March


Sands of Time also includes the entire…


… original 2D *Prince of Persia*. One level's now in 3D.



Curiously, there's no voice-acting or storytelling through FMV. It's a little cold in this respect.

SPHINX AND THE CURSED MUMMY

Time to crush the embalmy army.

Key to *Sphinx's* appeal, it seems, is getting past the first slow-paced hour of play. Survive this, ignore the occasionally intrusive loading times, forgive the dodgy combat, and you'll actually find an adventure that shares much in common with *Zelda*. Except that here, you get to control two characters, switching between demigod Sphinx and dead dude Tutankhamen, currently in a mummified state. Yes, it's a usual tale of ridding the land of evil, but the adventure's massive and great to look at. We think it'll do well, despite the dodgy name.

All good for a February UK release


Controlling one of these giant characters is fun. Make him eat sheep, just for kicks.



The rotating map (bottom right) takes a little getting used to. It's an acquired taste.

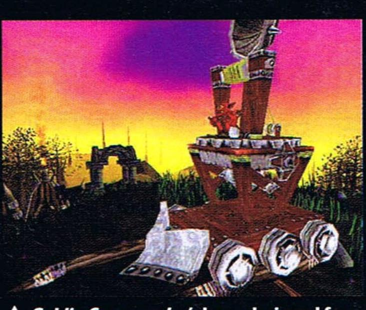
GOBLIN COMMANDER

So many commanders to gobble…

First up: rubbish, *rubbish* name. That out of the way, if real-time strategy's your bag, prepare to fill it with a portion of fantasy warfare courtesy of two ex-Blizzard developers.

Ron and Chris Millar have worked on the likes of *StarCraft*, *Warcraft II* and *Diablo*, and took a wealth of RTS experience with them when they moved to Jaleco. They're certainly making their mark with *Goblin Commander*. The control interface – the bugbear of PC-to-console RTS ports – is refreshingly fluid and intuitive. There's no 'mining' to speak of, but a straightforward system of defeating enemies to collect the souls you need to purchase units. And creating your goblin units is a quick and painless process. Still a cack name, though…

Expect it in February


Goblin Commander's been designed for consoles – there's no sign of a PC version.

DID YOU KNOW? *Sphinx* developers Eurocom also put together *James Bond 007: Nightfire* (GC), *The World is not Enough* (N64) and *James Bond Jr* (NES).

ALL-NEW RPGs!

Enjoy hitting people with numbers floating above their heads? Then RPGs are for you – and just look how many are on their way. It's like some kind of RPG... party. Yes.

NGC ANTICIPATION RATING ★★★★★



△ It's on the Gamecube – but it uses GBAs! The world has gone mad. But despite the huge expense involved in getting three chums to play with you, this is brilliant fun indeed.



△ There are four different races to choose from, each with different abilities.



△ It doesn't play like any other *Final Fantasy* games, and is all the better for it.

FINAL FANTASY CRYSTAL CHRONICLES

Get your GBAs at the ready...



△ The game even has Moogles, those cute little *FF* mainstays. But not in this shot.



△ Make sure you've got an RGB cable handy as *Crystal Chronicles* looks *brilliant*.

We've already played the Japanese version of the game to death – see **NGC**/86 – but naturally, we couldn't quite understand everything that was going on. Nevertheless, it's eminently plain that if anything is going to make Nintendo's focus on connectivity seem like a good idea, it's this.

Up to four players can join in for a monster hack of epic proportions, but you'll all need GBA to play. It'll be expensive, yes, but in our experience it'll be well worth it. The GBA basically takes the place of your inventory and character management, leaving the telly screen free from stats and clutter. It's a top system and works very well.

Otherwise, don't go expecting the *Final Fantasy* you might know and love from the PSone and PS2. For all its graphical beauty and sophistication, *Crystal Chronicles* is a fairly straightforward monster-bash, a little like *Phantasy Star Online* but with a fantasy bent. Nonetheless, it's the experience of playing with friends that matters, and in this respect *Crystal Chronicles* is a winner. It's brilliant fun and one of the best co-operative games we've ever played.

March is the month of fantasy

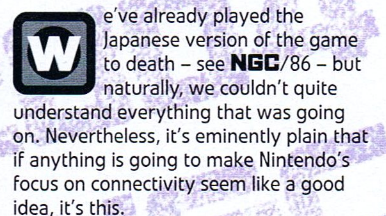
NGC ANTICIPATION RATING ★★★★★



△ If you're a hardcore old-skool gamer, you'll recognise bits of *Sword of Mana*.



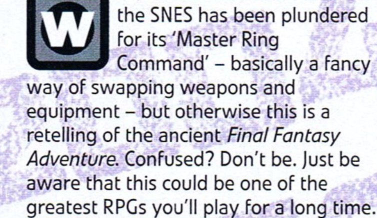
△ This is another game developed by Square-Enix. Lucky old Ninty fans, eh?



△ On the SNES the game had four-player co-operative action. You get two on GBA.

SWORD OF MANA

The SNES classic goes handheld.



Well, almost. *Secret of Mana* on the SNES has been plundered for its 'Master Ring Command' – basically a fancy way of swapping weapons and equipment – but otherwise this is a retelling of the ancient *Final Fantasy Adventure*. Confused? Don't be. Just be aware that this could be one of the greatest RPGs you'll play for a long time. Featuring the choice of either hero or heroine, the game unfolds differently depending on who you choose, and a *Zelda*-ish day-to-night system adds to the palpable atmosphere the game creates. It really is one of the prettiest GBA titles we've seen, and best of all, you can link up with a friend for co-operative action. (Co-op seems to be the in thing, doesn't it?)

January sees Mana from heaven



△ The plot of the game is the usual old RPG cobblers – you've got to save the (wait for it) Mana Tree. Like you do.




NGC ANTICIPATION RATING ★★★★★

It might not be the sexiest game to look at, but you'll be hooked by it all the same.

FIRE EMBLEM

Advance Wars' perfect partner.



Geraint proudly proclaims this GBA title to be better than *Final Fantasy Tactics Advance* (see p58) which is some high praise indeed. It's a similarly fantasy-based take on strategy warfare, but is rather more like *Advance Wars*, with actual armies full of loads of soldiers to order about rather than a smallish party of pointy-eared reprobates.

Massed battles hit the UK in February

NGC ANTICIPATION RATING ★★★★

PHANTASY STAR ONLINE 3

Fans initially howled their outrage at turning *PSO* into a card-based battle game, but this is looking better and better. Meant for online play, just like its predecessor, this game sees you summoning monsters and dealing damage via cards. Putting decks together provides the strategic element, and there's enormous scope for team-based tactics and discussion. Good stuff.

'Q1 2004' is the release date



Against all odds, this is lookin' frickin' fantastic. Good-oh.

NGC ANTICIPATION RATING ★★★★★



The GBA is stuffed with great games.



What will they think of next, eh?

BOKTAI




Metal Gear Solid supremo Hideo Kojima has been hugely excited about his brand-new GBA game, and well he might. Featuring a solar sensor, the game requires you to absorb sunlight (and only sunlight – artificial light won't work!) in order to scour vampire-infested dungeons with a torch-like gun that employs stored sunlight in different ways. But this isn't just a gimmick, the game is a brilliantly accomplished RPG and the sunlight-collection is wonderfully implemented. Best not to play it in winter, though, eh?

Get some sun in March

SHINING FORCE

Old Sega game gets regenerated…

Coming from Camelot, this little roleplayer is bound to be something special. With something of a reputation for being RPG developers par excellence (they did *Golden Sun*), the development house was also responsible for the absolutely brilliant *Mario Tennis* and *Mario Golf* on N64. But we digress.

Originally seen on the Sega Mega Drive, *Shining Force* is very much like *Fire Emblem* (see above left)) in that it offers a quite strategic battle system, with parties of ten characters or so duking it out.

Otherwise, its claim to fame is that the town sections of the game are incredibly detailed, with a huge wealth of things to see and so. Plainly this is a game more for the nostalgic gamer but let's hope it finds a new audience on the GBA.

NGC ANTICIPATION RATING ★★★



More old RPG action for the GBA. It's retro game geek heaven! Geraint loves it.

***Shining Force* will be out for summer**

SHINING SOUL 2

Four-player GBA goodness!



The GBA is fast becoming the RPG-lover's console of choice, it seems, playing host to plenty of big names, from *Final Fantasy* to *Zelda*. Atlus' *Shining Soul 2* is the latest to make the miniaturised leap to Ninty's plucky handheld.

The game's big selling point is the capacity for four-player co-operative play, and there's also a 'Colosseum' mode for head-to-head battling.

THQ will publish this in the spring

NGC ANTICIPATION RATING ★★★



You're really spoilt for choice if you're an RPG fan. All those items! Lucky beggars.



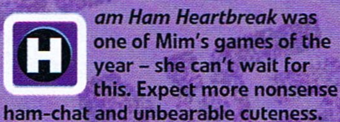
Shining Soul 2 looks dead cute and it's full of detail. Best get a link cable, though.

NGC ANTICIPATION RATING ★★



There are over 100 minigames to play in *Rainbow Rescue*. That's a lot, innit?

HAMTARO RAINBOW RESCUE



Ham Ham Heartbreak was one of Mim's games of the year – she can't wait for this. Expect more nonsense ham-chat and unbearable cuteness.

Easter time for rodent-based fun



You've got to gather ingredients for the rainbow. But of course!

DID YOU KNOW? Geraint's current *Phantasy Star Online* character is a level 92 Fomar called 'Geraint'. You might have met him online. You lucky thing!

NINTENDO HERO #4... KONG



△ You'll need two pairs of bongos for maximum pleasure.

DONKEY KONGA

Drum and cokes all round!

At a time when, in some (unimportant) quarters Nintendo are fighting the old criticism that they only ever release the same handful of games (yawn) and they're all for kids (*Zzzzz...*), it seems odd that they choose to release a rhythm-action game. A game where you slap a couple of plastic bongos and clap in time to the on-screen prompts. It's hardly going to cause Bill Gates sleepless nights. No-one's going to buy that, right?

Wrong. *Samba De Amigo* is still one of the most sought-after Dreamcast games on eBay. And look at what EyeToy's done for Sony. Any interesting interface is going to help software publishers 'crack the mainstream'. Could DK's latest do that for Nintendo/Namco?

Currently the Japanese playlist makes it a little unappealing as an import prospect (for every Super Mario or Donkey Kong 64 theme, there's a Kaze no La La La and Mini Moni Jan-ken-pyon). When it's confirmed for a UK release (which it currently isn't), the music'll certainly be localised – it needs some more recognisable tunes to keep us hooked.

Release date currently TBC

△ *Donkey Konga* is reportedly the first game in a series. Diddy looks pleased.

△ *R: Racing Evolution* – Namco's next *Ridge Racer* in everything but name – is hitting the UK in March, courtesy of the biggest third-party software publishers in the world, EA.

ALSO COMING IN 2004...

So many games still to play.

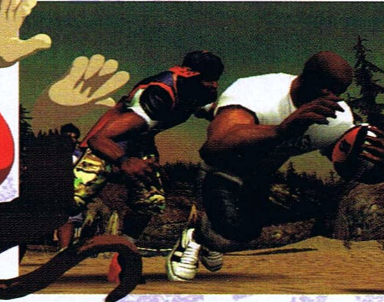
True Crime publishers Activision have a broad 2004 line-up. Despite *Full Throttle 2* being canned (on all formats) and Peter Molyneux's *The Movies* slipping to 2005, spring sees the release of *Pitfall Harry* (GC & GBA) and *MTX Mototrax*.

Expect plenty of movie tie-ins from them too. Aside from a couple of new Star Wars games, they'll release *Shrek 2* and *Spider-Man 2* on both GC and GBA in the summer, with *Lemony Snicket* (Jim Carrey 'family' flick) and *Shark's Tale* (cartoon fish gangster film) following later in the year. By the autumn, Activision should also have *Fantastic Four*, *X-Men Legends* and the first entry in their WW2 *Call of Duty* series, *Finest Hour*, on the shelves.

We'd put money on EA squeezing out another *Medal of Honor* game in retaliation, alongside *NFL Street*, *Looney Tunes Back in Action*, updated *FIFA*, *Madden*, *NBA*, *NHL*, and a rumoured *Street*-style 'soccer' game (think five-a-side backstreet action with celebrity footballers). Oh, and Acclaim's delayed *Urban Freestyle Soccer* WILL arrive early in the new year.

As well as *Twin Snakes*, Konami'll release Hideo Kojima's *Boktai* on GBA (March) and *Teenage Mutant Ninja Turtles* on GC (Feb). Talking of pub sports (slick link...) in the first couple of months of 2004, GC owners have a big decision: *World Championship Pool 2004* or *Pool Paradise*? Mmm... tough. We're rather more looking forward to the arrival of Sega's action RPG *Virtua Fighter Cyber Generation* (out in Japan in the summer). Geraint's also mad keen for a bit of GBA *Onimusha Tactics*. Crazy!

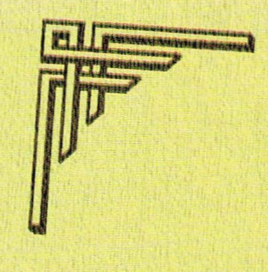
And what of Nintendo? Well, we've covered most of the first party games on the previous pages, but also expect a new *F-Zero – Legend of Falcon* – and *Metroid: Zero Mission* on GBA, plus *Nintendo Puzzle Collection* and (*whisper it*) *Kirby's Air Ride* on Gamecube.

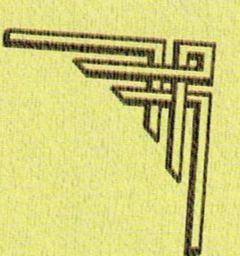


△ *NFL Street* from EA should arrive on 30th January. Backstreet American football? Yes.



△ Sega's *Puyo Pop Fever* will be out in February. 2004's looking busy already...

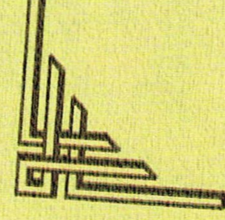


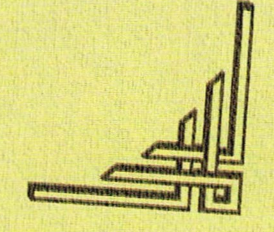
WHAT NGC WOULD DO IF WE WERE IN YOUR CORPORATE SLIPPERS

New Year Resolutions...

- *We must improve our marketing strategy. We've got the best games system at the best price, yet we're still making hard work of things. Perhaps we need to support magazines more closely? Y'know, send them games to review before we release them?*
- *We need to sort out the Stars Catalogue. If we're going to give things away, we need to make sure we've got enough of them in stock. Note to Warehouse: have we really run out of the Zelda discs already?*
- *We must try to attract more third-party developers back to Gamecube. We've sold plenty of 'units' over the Christmas period – there's a huge 'user base' out there. Note to Acquisitions Dept: throw cash at Rockstar. GTA Mushroom Kingdom?*
- *We have to ensure that we're more 'proactive', and not 'reactive'. Take 'Special Project Quam65' which we're unveiling at E3 2004 – we need to ensure this successfully takes media attention away from Sony's PSP.*
- *We cannot blindly rely on the faith of our core fans – we must try hard not to let them down. Note to Publishing: do we really have to release Kirby's Air Ride? Note to R&D: are we really not allowed to release anything about N5 just yet? Note to Warehouse: any luck with those Zelda discs yet?*
- *We need to get Miyamoto-san cracking on Mario 128. Note to Shigeru: please stop playing Pac-Man with your Namco mates and get your head down...*
- *We will release a Pokémon game at least once every two months.*
- *We resolve to getting a new change of oil for Go-Sen.*
- *We agree to stop putting eyes on inanimate objects.*

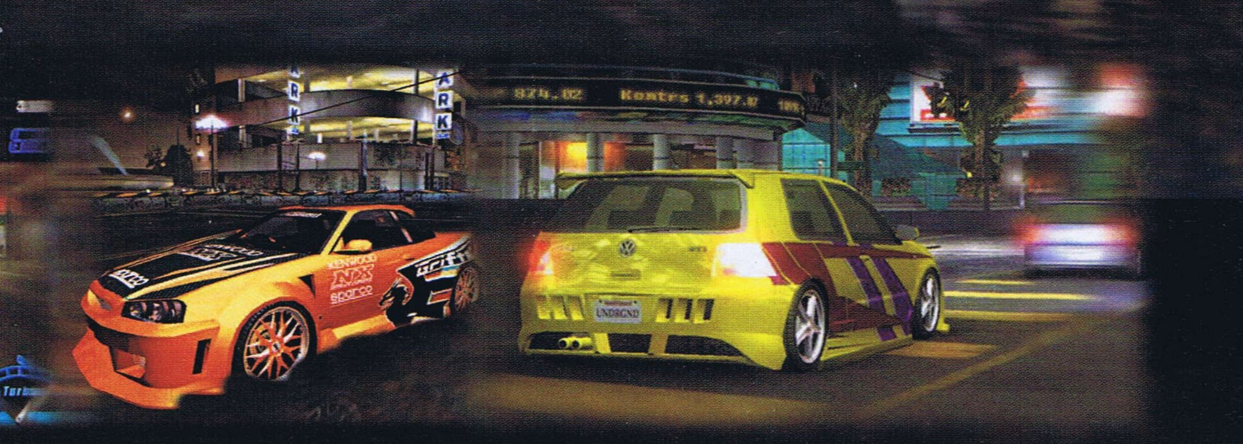


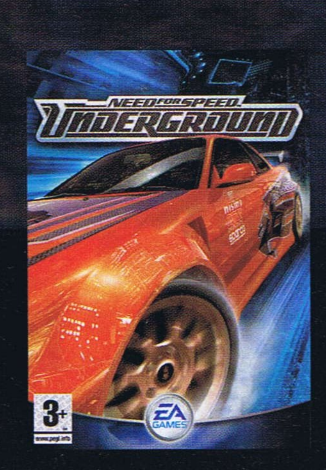
FINGERS CROSSED THIS ALL HAPPENS, EH?



DID YOU KNOW? Peach's New Year Resolution is to get through the year without 'incidents'. Yeah, right, the troublemaking minx...

Tear up the stats. Expect frightening performance. Drop dead looks. Choose turbos, suspensions, body kits and of course, nitrous. Enter the World of Need for Speed Underground. Because tonight you're not sleeping.







OUR PROMISE
Our reviewers are the most talented and knowledgeable Nintendo fans in the business. We don't only play games at work – we play them at home too, just like you. We ensure that we've played games through to the end so that we can give you a proper verdict – and one that saves you from wasting money.

NGC THE VERDICT YOU DESERVE!

REVIEWS



POKÉMON COLOSSEUM

In which you throw Pikachu and chums to some hungry lions and watch them get torn to pieces… oh no, that's just Marcus' fantasy. P60

WARNING! SPOILERS AHOY! OUR REVIEWS CONTAIN SENSITIVE INFO!



1080° AVALANCHE

If there's not enough snow for you this winter, Nintendo have a very pleasing solution to your problem. P34



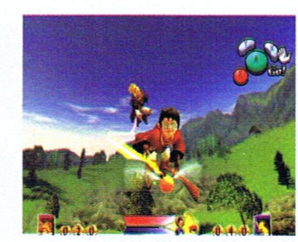
JUDGE DREDD DREDD VS DEATH

Take on the role of Mega City One's top lawman, enforce the law without worrying about pesky human rights legislation, and kick some stinking supernatural butt. P38



THE SIMS BUSTIN' OUT

The mini people are leaving their homes and embarking on careers. So, who wants to be a gangster? How about a mad scientist? P44



HARRY POTTER AND THE PHILOSOPHER'S STONE

The game of the first book arrives after the game of the second. Luckily, it's less confusing than its history. P52

ALSO REVIEWED

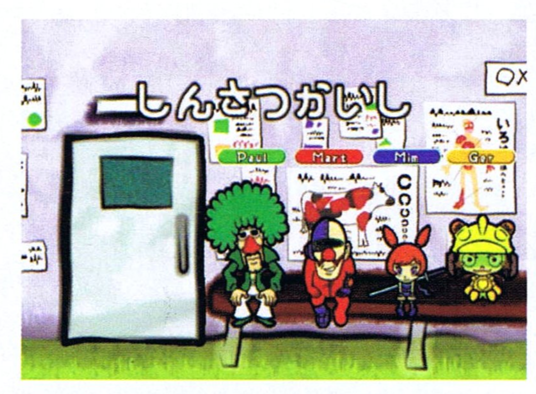
HOW IT WORKS...

Our reviews are the most comprehensive on Earth. We devote more pages to the games you want to know about, and give you loads of detail. We don't rest until we've played a game enough to pinpoint ALL of its strengths and weaknesses, and be able to deliver the most honest, no-nonsense verdicts around.



MARIO PARTY 5

Mario's last party was a bit of a let-down – the gaming equivalent of all soft drinks and no . So, has he rediscovered fun? P70



ATSUMARE!! MADE IN WARIO

Wario's party, on the other hand, is the sort of insane fun-fest you always hope you'll be invited to – if you're brave enough to go. And you really should make the effort… P74

OUR SCORING SYSTEM

0-24

Crushingly awful, massively dull. Rest assured, this is crud.

25-49

Disappointing, stashed with faults and likely to be short on any quality.

50-74

Some great bits, some not-so-great bits. Decent but definitely problems.

75-89

Great fun, brilliantly programmed at times, but probably flawed.

90+

NGC STAR GAME

Rarely awarded, you'll know a 90+ is essential. Buy with confidence…

THE SCORE BAR

The verdict explained for you…

PROS AND CONS
Because we think it's important to provide you with balanced reviews, we'll sum up the game simply with some plus and minus points.



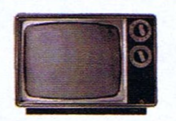
- Free food and drink.
- Lots of strangely attractive people.



- Hangover afterwards.
- Embarrassing memories. Oh no.

IF YOU LIKE THIS…
Not all games are good (unsurprisingly) – so you'll be wanting to know what the alternative is. We'll provide suggestions here.

IF YOU LIKE THIS...
Quiet Night In
Dadsoft
NGC/1471, 33%
Good if there's something on the 'box'. Can get boring after a few nights, though.



VISUALS AND SOUNDS
Gamecube sends PS2 packing. Do the visuals and sounds show this?

MASTERY
How well does the game make use of the Cube's startling hardware?

LIFESPAN
Will it last you a lifetime or a couple of minutes? This is where you'll find out for sure…

8 VISUALS
Oh my! Indulge in the free beer and everyone looks hot.

2 SOUNDS
Oh look, it's that band again. With the same songs.

9 MASTERY
As parties go, it's a bit of a ripper. And it's free. *FREE!*

1 LIFESPAN
It only lasts for an evening, but that's all you can face anyway.

VERDICT
We don't throw scores around – we give a game what it deserves. Here you will find the definitive verdict as to whether you should bother purchasing a game.

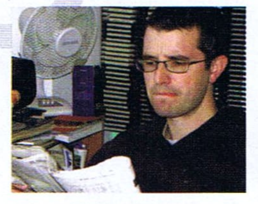
VERDICT
Company Do is best as a multiplayer. Just keep Mim off the wine and Hawkins off the dancefloor.

NGC

69

MEET THE NGC TEAM

New year, new year's resolutions. That's 12 months of ambition, folks.



MARCUS
Marcus had an 'entertaining' New Year – his resolution is to bring about the total and utter destruction of the Pokémon 'poison'. Lovely!



PAUL
Paul's resolution is to get a waterbed and champagne chiller fitted in his VW camper van o' plenty. Don't know why – he doesn't drink! Or sleep.



KITTSY
Kittsy's a secretive man, so if he's made a resolution, he's not letting on. We're confident his plans involve a nutty blend of killing and sweet sarcasm.



GERAINT
Watch out for Geraint on TV in 2004. He's resolved to become Cybil Fawlty's toy boy in those irritating Tesco ads. Every little bit helps, eh, Evans?



MIM
Mim is going to let some colour into her gothic world in 2004, beginning with faded black and moving on to dark grey. It's going to be tough.



EFFY
Effy has resolved to learn some words with more than four letters. We've told him that adding 'ing' to his favourites doesn't count.

"An avalanche threatening to consume you from the rear"



△ This bridge collapses below the first person to cross it. Thankfully you can still grind the rail.



△ There are plenty of 'crazy' structures to ride through, but the emphasis is more on realism.



△ The half-pipe is one of the extra modes that add plenty of replay value.



PUBLISHER	NINTENDO
DEVELOPER	NST
RELEASE DATE	NOW
PLAYERS	1-4
MEMORY CARD PAGES	
GBA LINK-UP	NO
SURROUND SOUND	YES
WIDESCREEN	NO
COST	£40



NGC STAR GAME

1080° AVALANCHE

A mature, no-nonsense, downhill racer from the people who brought you Wave Race…



△ Definitely one of the most pleasant surprises of 2003, this one…

It was a little tricky to hide our disappointment initially. We had high hopes for *1080*, mainly because most of us here felt that the original N64 game was a massively underrated gem. But after just a few minutes with this you could see the team's faces drop. Gone, or so it seemed, was the purity of the N64 classic. Even more frightening was the fact that this latest game didn't even look likely to hold its own beside another recent boarding release, *SSX3*.

'LANCHE A LOT?

At first sight, there simply doesn't seem very much to *Avalanche*. Rather than one sprawling mass of mountain as in EA's snowboarding monster, *1080* is divided up into three levels of difficulty. Novice, Hard and Expert.



POWER BAR
Execute tricks to fill this up. Once it's full, your boarder will start to glow. Now casually ride up to your rival to knock them face-first into the snow.



SPEED
The faster you go, the harder it is to turn. Not only that but speed lines, shaking and blurring hamper your vision slightly. Weird.



YOU
Not as customisable as SSX3, there are costumes and boards to collect.



THE PISTE
Don't fling yourself down it willy nilly. Pay attention to the contours of the snow ahead, as climbing unnecessary inclines (no matter how small) and getting stuck in powder will ruin your race.

AVALANCHE!
One of the game's highlights. Each difficulty finishes off with an eye-popping descent as an avalanche chases your tail. The screen shakes, your pad rumbles and the powdered snow rolling at your heels is truly a sight to behold. Brilliantly exciting stuff.









Each successive difficulty holds more tracks than the previous one while also raising the bar in terms of course length and the skills needed to make the descent in one piece. What's more, much like in the N64 version, you only race against one rival. Back in those N64 days, though, Giles Goddard, the prequel's main coder, cited the single rival aspect as a side effect of the limits of the technology – fewer boarders meant more environmental details could be used. It seems strange, then, that the same has happened on Gamecube, and makes the action seem a little less competitive than in *SSX3*.

Other 'additions' also seem to sully the experience. Initially we thought the game had some serious frame rate issues. That is, until we realised that the game wasn't jerky, the *screen itself* was jerky. You're hurtling down the piste at top speed with an avalanche threatening to consume you from the rear and the screen shudders and vibrates, a feature that assaults your eyes and causes no end of trouble – affecting your brain like the afternoon showing of Pokémon affects a Japanese pre-schooler. It all seems completely unnecessary (at first) and, combined with the Jump and Grind Balance meters cluttering the screen, means *1080* lacks the N64 game's sense of purity. Look beyond this misguided attempt to create atmosphere, however, and you'll find a deeply engaging racer.

> **"HURTLING DOWN THE PISTE AT TOP SPEED WITH AN AVALANCHE THREATENING TO CONSUME YOU"**



THE LAY OF THE LAND
Much like in Wave Race, where riding certain parts of a wave gave you a slight speed advantage, 1080 requires you to read the snow and the undulation of the piste. Hitting too many inclines slows you down, as does powdered snow, which can also throw you off balance. There's far more to each course than meets the eye.

SNOW-STOPPER
There's just something about *1080* that *SSX3* just doesn't have. Aptly, immediacy is the first thing that comes to mind. There's no faffing about with options like hairstyles, beanies and accessories, and you're not forced to watch shoddy character models 'dancing' while a plane takes you up a mountain. Just make a few button presses and you're into the action.

Speed lines enhance the feeling of tearing down the mountain. Initially they're irritating, but you soon learn to appreciate them.

Timing jumps is essential – a meter powers up over your character to help with this.

Everything about *1080* is so much more confident. The courses, for example, while much smaller than *SSX's*, are all superior in design – the game never teases you with promises of tasty shortcuts before punishing you by resetting your position on the track. That's not to say you can't explore the mountainside (there are a fair few shortcuts for you to discover) but the courses are a bit more linear, a bit more assured.

1080 is more about *racing*, not just flinging yourself off a random outcrop in the vain hope that you might land somewhere useful. In this sense, the game feels much tighter, much more refined and robust. If *SSX3* were *San Francisco Rush*, then *1080 Avalanche* would, undoubtedly, be *Ridge Racer*.

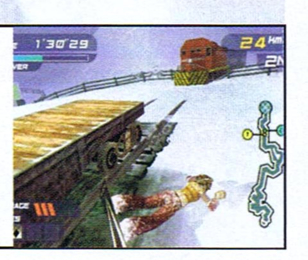
That's not to say there's no depth to the controls. In fact, we'd say in this respect, it's far, *far* superior to *SSX3*. The left shoulder button makes your rider crouch, which makes you gain speed and, subsequently, reduces your turning power.

Also, much like in the original *1080*, tapping crouch at the moment you land softens the impact of the fall, allowing you to continue without losing too much speed or your racing line. If you do lose balance from hitting powdered snow too quickly or from an awkward fall, rapidly rotating the analogue helps to get you back on track.

In terms of tricks, any button except the A button (which is reserved for jumping) allows you to grab your board, while the R button lets you spin and flip in any direction. These basics all combine to give you a very solid and intuitive repertoire of moves, which are nowhere near as 'vague' as *SSX3's* and

SHAKE DOWN

It's one of the first things you notice when you start playing. The faster you go, the more the screen shakes. When you're ahead of an avalanche, or are passing a train, the screen shakes even more. It's annoying initially, but you soon get used to it and, in all honesty, it doesn't half make for some tense moments.



ALPINE RIDGE RACER

There are four main modes, each with their own style of play.









RACING
You versus a rival across 22 different courses on four levels of difficulty. The last race in each class pits you against a roaring avalanche.

GATE TRIAL
Our favourite, this one. You have to race to the bottom of a course, ensuring you pass each gate. However, you need to squeeze in tricks to make the grade.

TRICK ATTACK
Comes in three forms: a ski jump-style event for big air, a half pipe and a run down a ramp-laden course. Learning to combo tricks effectively is devilishly hard.

TIME TRIAL
Along with the Gate Trial and multiplayer, this is where all the replay value lies. Each track is very well designed, making replay extremely rewarding.

△ Avalanches send debris flying everywhere – like these huge rolling boulders.



△ Once you master reading the terrain, you can get some seriously impressive speed up.



△ While tricks are still an important part of the experience, they intrude on the actual racing – unlike in *SSX* where stunts are a necessity. In this respect, *1080* is a far more refined and mature title.

consequently prove very satisfying. Secondary to this is the power bar, a meter that fills up when you perform successful tricks and grinds. Filling the meter makes your rider glow, giving you the ability to knock over your rival the next time you pass him on the piste. It's a well-implemented and very subtle attacking option that doesn't intrude on the most important aspect of the game – the racing.

TIME OUTTA HERE…

We've always found that the barometer for a good racer is in the time trialling aspect, and it's here that *1080* really shines through. Because the courses are quite short and so tightly designed, there's a great deal of pleasure to be gained from mastering their slightest nuances and shaving milliseconds off your best times. The game's Gate Trial mode is a fantastic example of this. You have to navigate round the courses making sure you get though each and every gate, which are all cunningly placed. At the end of the run, you're scored on your time, the number of gates passed and the amount of tricks you've managed to squeeze in. It's supremely addictive stuff.

We apologise for the constant comparisons to *SSX3*, but we feel it's important when you're faced with two new, similarly themed games and 40 quid to burn. *SSX3* is undoubtedly the bigger game – there's much more to see and do the first time you play through it. *1080*, on the other hand, is very short, but is the better produced game in terms of its handling and visuals (especially the snow effects). It's more of a racing game than an extreme sports title and this is evident in the time trialling replay value of each course. So the question is this: the big, vague and trick-heavy *SSX3*? Or fast, small and tight *1080*? It's close, but we know which one we prefer…

GERAINT EVANS

OUTTA MY WAY…

On each course, there's a great deal of stuff to avoid – huge sawmills swinging logs across your racing line, wild deer frolicking in the snow and even other skiers making their way down the same slope. There's also a host of environmental features to look out for, like smashable ice pillars, cars and even freight trains.

> **"IT'S MORE OF A RACING GAME THAN AN EXTREME SPORTS TITLE, AND THIS IS EVIDENT IN THE TIME TRIALLING REPLAY VALUE"**

+
- Satisfyingly fast.
- Arcade-style racing.
- Hidden depths.
- Time trialling.

–
- Very short.
- Not as big in scope as *SSX3*.
- Annoying judders.

IF YOU LIKE THIS…
SSX3
EA BIG
NGC/87 90%
A bigger game, but not as tightly produced or as well-focussed as *1080*.



8 VISUALS
Great snow effects, diverse locations and solidly built courses.



Great effects, but an awful, *awful* selection of tunes.

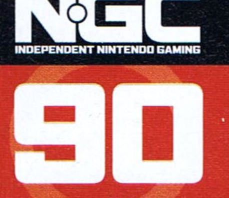


Very busy tracks, solidly deigned with lovely textures.

9 LIFESPAN
This is a time triallist's delight. Cracking LAN link-up too. Lovely.

VERDICT

Small but perfectly formed. *1080* is the choice of the discerning gamer who looks for fewer stunts and a more solid racing experience.



INFO BURST

PUBLISHER	VIVENDI
DEVELOPER	REBELLION
RELEASE DATE	OUT NOW
PLAYERS	1-4
MEMORY CARD PAGES	2
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£40



△ Low on ammo and low on health, you still managed to stop the evil Mortis. Ha!



△ You've set him on fire, you've emptied a whole magazine full of bullets into him, and still he doesn't die. That's zombies for you.

JUDGE DREDD DREDD VS DEATH

Hand out justice to Mega City One. Or just mercilessly kill a lot of people. Up to you.

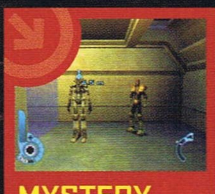


MORE GORE
There's plenty of the red stuff in Dredd vs Death – and, pleasingly, you can also remove noggins. Look at the handiwork on these poor schmucks.

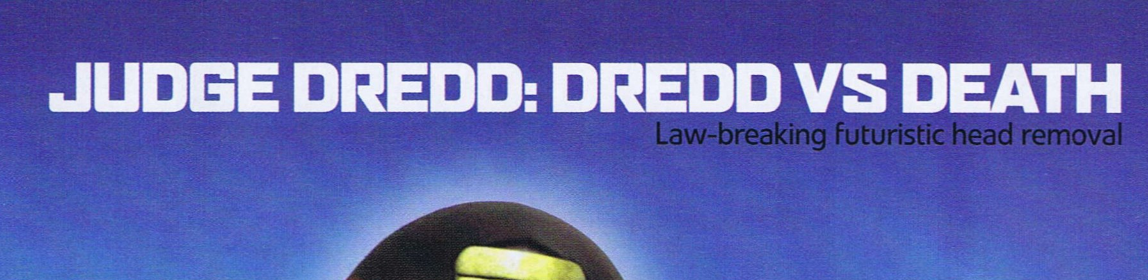
So, if you've never read 2000AD, have only heard of Judge Dredd because of a recent Channel Five re-run of the movie, and have no idea – and, let's be honest, don't really care – what 'drokk' means, is there actually anything in *Dredd vs Death* worth turning up for? The short answer is: definitely. As a game where you can hand out bloody justice using big guns, arrest (and, whisper it, *kill*) innocent people, and as an engaging cross between *GTA*, *Metroid Prime* and Blade Runner, it deserves to have some time lavished on it. Even if, ultimately, it can't quite deliver on its promise.

At its core, *Dredd vs Death* is a fairly straightforward first-person shooter, albeit one with some neat touches. Because of the richness of the comic book universe the makers were able to draw upon some superb set pieces and characters – such as The Dark Judges (Fear, Fire, Mortis and, most famously of all, Death), who are set free from their containment chambers at the end of the game's fantastic second chapter. Once they're out, the main storyline kicks in and it becomes your job as Mega City One's premier Judge to stuff them back into the box from whence they came. Easier said than done… especially as they happen to be spirits.

Prior to their escape, you're given a fairly soft introduction to the rigours of 22nd-century crime. Wandering the streets of an impressive-looking Mega City One, you're invited to arrest perps at your leisure. Basically, any passer-by can be arrested and judged on the spot – Dredd just invents a crime, such



MYSTERY MACHINE
The game's training level doesn't last too long. You'll be pleased about that. First you're told to switch to Ricochet bullets without any indication as to how it's done, and then you're just told to challenge a perp. Yeah, but HOW? (Z + A for your info…) There's no in-game controls menu, so get out that manual. Tsk.



JUDGE DREDD: DREDD VS DEATH

Law-breaking futuristic head removal

△ This is a cracking level, set inside an undead-filled mall.

△ It's quiet… too quiet. Still, not many enemies will be arguing with this gun.

as illegal possession of a goldfish. But you have to be careful. Too many trumped-up charges combined with the slaughter of too many innocent civilians results in your Law Meter hitting the roof, and that's when the Special Judicial Squad turn up, rock hard cop-watchers who will take you down in the blink of an eye. Because of this, you have to try to walk a line between fair and fair game. After the likes of *GTA*, filling anyone with a couple of hundred rounds of future lead-based product is very tempting, especially within the context of a city that has a real living, breathing feel to it. But Mega City One isn't Vice City, and there are consequences to your actions – something which will leave you with mixed feelings. Because of the nature of the character, you can understand the need for control… but equally, because the Gamecube hasn't yet had a *GTA* (or, if *True Crime* is anything to go by, a genuine contender to its free-for-all crown), it might have been nice to see developers Rebellion exploring this area a little more than they have here.

"MEGA CITY ONE ISN'T VICE CITY. THERE ARE CONSEQUENCES TO YOUR ACTIONS... INCLUDING THE NASTY SPECIAL JUDICIAL SQUAD"

YOUR LOCAL CO-OP

One cracking feature of Dredd vs Death *is the co-operative mode. Playable right from the start, you can complete the entire adventure with two of you if you see fit. The results remind us of* Perfect Dark*, with a real difference in approach when there's two of you. Doesn't make the game any longer, unfortunately.*

DROKK ROCKIN' BEATS

Some of the things you can look forward to doing as The Law…



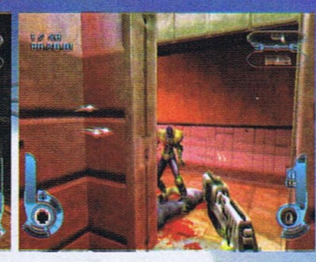
KILLING PERPS
Or almost-perps. Truth is, you can get away with killing pretty much anyone. Just not too often. Satisfyingly harsh.



KILLING DARK JUDGES
There are four of them – and they've taken on human form! This one here's the poison-emitting Judge Mortis. You meet up with him in a mental hospital.



KILLING FATTIES
There are some grotesquely big people in the Judge Dredd universe. There are also plenty of ugly thin ones too. Best policy? Crack out the incendiaries, eh?



KILLING EVERYONE
In the game's Arcade mode – a kind of Scenario mode – everybody's fair game. Even Judges. Here's you've got to kill 40 enemies in 30 seconds. Hard.



△ He's not going to die easily. Fortunately, the Lawgiver is a pretty decent weapon.

In fact, in terms of freedom to do what you want when you want, the game is slightly deceiving. After a first level where you are pretty much left to your own devices to wander around and, as a result, *into* side missions, you're then transported head first into the second chapter and the start of the game proper, where a far more familiar mission structure is introduced. Still, you'll find it difficult to stay mad (even during the excruciatingly frustrating vamp-chasing bits before you whizz off to the Penitentiary), because from chapter two on, the game deals you in with a consistently thrilling joyride.

"THE GAME'S HUGE LEVELS ARE SPLIT INTO A SERIES OF CHECK-POINTS THAT GIVE THE GAME A GIGANTIC FREE-FLOWING FEEL"

That's not to say there aren't some problems along the way, but *Dredd vs Death* does at least attempt to implement a raft of neat features: the huge levels (albeit, as you quickly find out, not all that huge in number) split

JUDGE DREDD: DREDD VS DEATH



Law-breaking futuristic head removal

HOT CROSS GUN

The weapons in Dredd vs Death are superb. Even the standard Lawgiver nails out the pain with a number of different modes. But the full force of gunishment comes with the later-level bangsticks.

ECO-TERRORIST

The design throughout is a dream: Mega-City One is sprawlingly big, the locations are atmospheric and dark, and the enemies are creepily horrible. They're not dumb either – take out their pals and they'll duck for cover, or just good old run away.



GENERAL HOSPITAL

Dotted throughout the game are these: Med-Judges. Just walk up to them and they can replenish your health instantly.







METER MADE

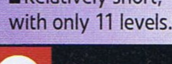
As well as vital gunnery info, this will keep you up to date with how your Law Meter looks – avoid killing innocents to keep it low.



- Fast and bloody.
- Cracking universe.
- Top-notch guns.
- Good level design.



- Wayward aiming.
- No control options.
- Relatively short, with only 11 levels.





IF YOU LIKE THIS...

Metroid Prime
Nintendo
NGC/79 97%
Still the shoot-'em-up to beat on Gamecube. Let's face it, it *won't* be beaten.



8 VISUALS

Really atmospheric, plus rag doll physics and plenty of claret.

8 SOUNDS

Quality voice acting, especially Dredd, and a good soundtrack.

8 MASTERY

A few problems, but generally the engine is smooth and fast.

7 LIFESPAN

Not all that long, but there's a co-op, four-player and cheats.

VERDICT

Not as clever as *XIII*, and not as rewarding as *Metroid, Dredd vs Death* is still a fast-paced, thrilling and bloody shooter with some neat ideas.



NGC INDEPENDENT NINTENDO GAMING

84



△ The locations are impressively true to the comics. Good stuff.

△ Every time you arrest someone, charges and sentences flash up here.



△ We were asked to arrest this graffiti artist. Shot him instead...



△ Welcome to the Deadworld. It's the last level... Judge Death awaits.

into a series of checkpoints give the game the feeling of one gigantic free-flowing adventure; large numbers of craftily designed enemies, who run away and hide if they're under fire, or sometimes just drop to their knees and ask to be arrested; meaty weaponry, with even the basic Lawgiver offering up a series of extra functions such as ricochet bullets; consistently excellent set pieces, such as the Dawn of the Dead-style fourth chapter, where you have to rip apart an army of zombies that's taken over the Mega-Mall; and last, oodles and oodles of blood... including the chance to remove heads.

While *Dredd vs Death* doesn't do anything particularly new, it does at least stack up all the elements you want to see in a first-person shooter, and the excellence of the source material means the atmosphere – created by rain-soaked back alleys, flickering neon signs, huge cargo bays – and storyline are both on the money from the very beginning.

But there *are* niggles. The controls don't feel quite right. Having jump on X and duck on B feels odd in an unexplainable way, and the movement on the C-stick is wayward, though you can fiddle with the sensitivity. (Unlike the controls themselves – if you don't like how they're set up, tough.) The cumbersome nature of the controls becomes more of a problem during big set pieces and frenzied action. Shoot-'em-ups require exact aiming, and the aiming isn't exact in *Dredd*. It's not so troublesome when you're facing standard foot soldiers, but against cult members and Psi Judges, you see the real cost: having to replay sections over and over again. It's not that the game is unforgiving in terms of hitting enemies, more that the C-stick use in *Dredd* doesn't feel accurate enough for murdering. Also annoying is the weapon reload, which seems to take ages – swallowing up precious seconds in the process.

But perhaps the biggest flaw is that it doesn't actually last that long. The chapters are expansive, but there are only 11 of them and it takes 30-40 minutes (if you're being careful) to see one off. There are things to go back for, such as cheats and a co-op, but the main challenge is over in seven hours.

Despite this, *Dredd vs Death* makes for an excitingly bloody shooter and a gaming universe that promises much.

TIM WEAVER



MULTIPLAY

The options for multi-(wo)man play are numerous, and the four-player, split-screen experience is actually very neat. The arenas have been specially created, and are compact enough to prevent tedious, aimless wandering. There's also a load of customisable options including one-shot kills – the option of choice, we reckon...

"Ambitious, twisting and multi-pathed"



In fairness, there's a pleasing amount of detail in the surrounding environment – but the frame rate suffers for it.



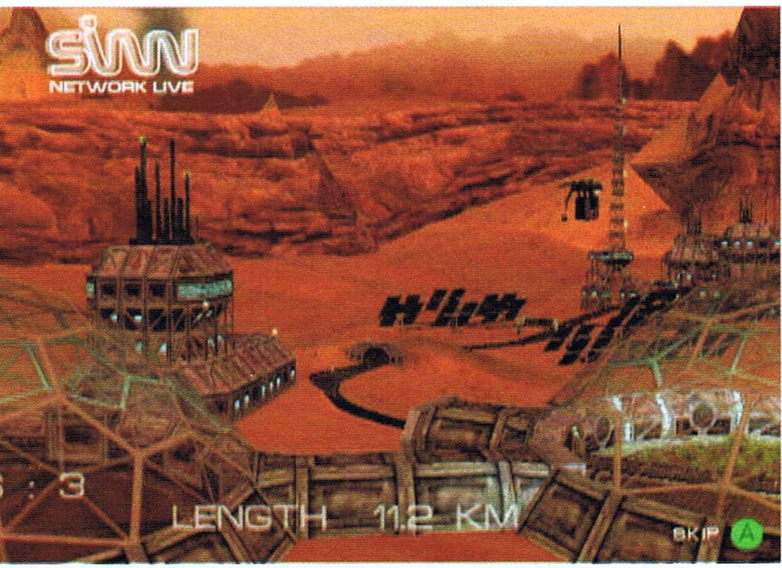
This view makes preparing for corners…



…a nightmare compared to this view.



When you begin you need to earn a team contract to race.



New to the series are the various weather effects. This level is prone to nasty sandstorms.

INFO BURST

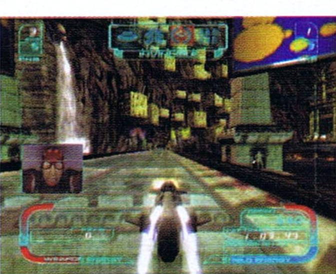
PUBLISHER	ACCLAIM
DEVELOPER	ACCLAIM
RELEASE DATE	NOW
PLAYERS	1-4
MEMORY CARD PAGES	20
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£40

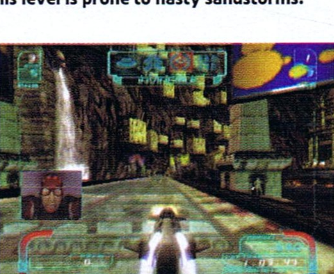


XGRA

Xgraordinary or xgrament?

Extreme G finally bikes the dust.





The little box on the left there shows rival racers taunting you as you race.

Acclaim set out to offer "something completely different from *F-Zero GX*," they told us. And they weren't wrong. This is certainly different to the Nintendo/Sega classic, but clearly not in they way they'd envisaged.

When it comes to racing games, the design of the tracks and the physics and handling of the vehicles you're racing in and against are vitally, *vitally* important. *XGRA* achieves a great deal in almost every aspect, *apart* from these crucial areas – and it's deeply disappointing, because this had real potential.

On the face of it, all the ingredients of a decent future racer are present and correct. The tracks are ambitious, twisting and multi-pathed, bristling with neon decorations and set in your typically distopian industrial landscapes, barren deserts and icy wastes. The obligatory drift-cum-powerslide-cum-airbrake button is there to help you around the tighter bends, and the on-track speed boosts are scattered around the course to help launch your speeds to outrageous levels.

It's pretty clear what Acclaim set out to achieve – it looks like the aim was to take the the *Extreme G* formula and expand it into a 'sport' of sorts. Teams, seasons, contracts and rivalries are now part of the action. You can tweak your bike and watch (admittedly quite nice) mid-race animations of rivals taunting you while you fire your weapons off, and this all serves to create a cohesive racing universe. Ultimately, though, the career stuff is just window dressing, and doesn't cover up the fact that more essential details like handling haven't been properly addressed.

"THE CAREER STUFF DOESN'T COVER UP THE FACT THAT MORE DETAILS LIKE HANDLING HAVEN'T BEEN PROPERLY ADDRESSED"

The bikes feel too slack. Twitching the analogue stick left and right as you take bends simply isn't satisfying enough because the bikes feel so light under your thumb that you're never really convinced that you're in control of a super-powered bike. It all seems like a step back from the original *Extreme-G* and *XG3*. Both these games got it right and it beggars belief that Acclaim decided to take a u-turn for this release, instead focusing on presentation issues that, at the end of the day, simply don't matter as much.

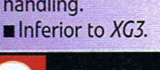
GERAINT EVANS



- Ambitious, with loads of neat touches.
- Great sound.
- Some great tracks.



- Isn't exciting enough.
- Light and floaty handling.
- Inferior to *XG3*.



IF YOU LIKE THIS…

F-ZERO GX
Nintendo/Sega
NGC/85 93%
A simple, pure racer with incredible track design – an awesome challenge.



7 VISUALS

After playing the colourful *F-Zero* it all looks a bit gloomy…

8 SOUNDS

Good mix of tunes and some quite throaty bike effects.

6 MASTERY

Dipping frame rate, some weak tracks and poor handling.

7 LIFESPAN

There's quite a lot to get into if you find yourself enjoying it.

VERDICT

Not a bad game, but it pales in comparison with *F-Zero*. The racing itself, although fun, is rarely thrilling enough to get you truly excited.

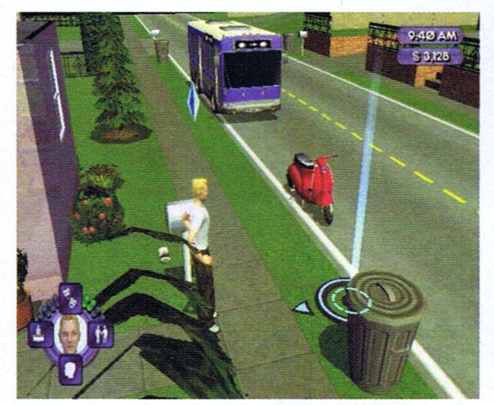
NGC INDEPENDENT NINTENDO GAMING




Fit a whole world into your pocket.
With The Sims Bustin' Out on Game Boy Advance™, you can now enjoy the crazy, unpredictable world of The Sims wherever you go and whenever you want.
Create and control your own cast of characters and take them out of the house and out on the town.
Nintendo Connectivity means you can even download your favourite Sims from your Nintendo GameCube™ to your Game Boy Advance™. So you'll never need to leave them alone again.
You won't need a bigger pocket. Just a bigger imagination.
GAME BOY ADVANCE
The Sims
BUSTIN' OUT
7+
EA GAMES
Challenge Everything
thesims.uk.ea.com
NINTENDO GAMECUBE
GAME BOY ADVANCE™



△ Our fun meter is pretty low, so a few games of pinball are in order before the bus arrives to pick us up…



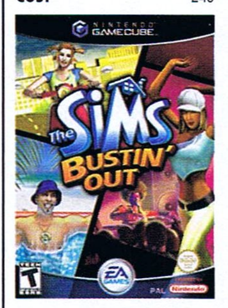
△ …for work. Depending on your job, your Sim works for about six hours a day, at which point time speeds up.



△ You need to make sure your Sim eats enough. You can either prepare a little snack or serve up loads of food to stuff your face with.

INFO BURST

PUBLISHER	EA
DEVELOPER	MAXIM
RELEASE DATE	OUT NOW
PLAYERS	1
MEMORY CARD PAGES	161
GBA LINK-UP	YES
SURROUND SOUND	YES
WIDESCREEN	NO
COST	£40



THE SIMS BUSTIN' OUT

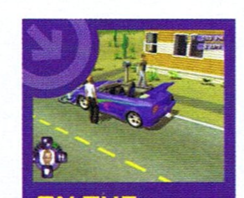
Welcome to EA's virtual doll's house – where abject tedium never ends…



Things that **NGC** hates doing: talking to people who we think are idiots. Talking to people who dress like Huggy Bear. Cleaning up other people's mess. Cleaning the toilet. Scraping something that looks like crusty chicken korma from the bottom of the bath. Sharing a bed with a grown man who likes to keep his hat on. Having to go to work as a lingerie model. Oh, and wetting ourselves in our own homes.

SIM-PLY ANNOYING

Think of all the crappy little things you have to do in your day-to-day life. Make the bed, wash the dishes, take the rubbish out, go to work – all of life's little chores that you'd rather someone else did for you. They're not fun, even when you're doing them in the nude.



ON THE MOVE

Bustin' Out has a number of locations you can now visit. By using the method of transport outside your house (you start off with a moped) you can go and see friends at their houses, visit a nightclub or even go and check on your dear old mother. This is an essential part of building up your social skills.

The Sims: Bustin' Out makes you do all this kind of guff. What's even more annoying is that, while it's *still* just as tedious in game form, you'll find yourself playing through the motions day after day after day.

Much like its predecessor, the game's main meat is an objective-driven main mode (called Bustin' Out). You start off life at home with your mum. You have to get the morning newspaper to find yourself a particular career. You have to make sure your Sim is washed and dressed and ready for work. You have to make sure he eats well, makes some friends to keep his spirits up and keeps his house in order by cleaning up. If you keep your man (or woman – you can choose at the start) happy then he'll perform well enough at work to earn

THE SIMS: BUSTIN' OUT

One small step for a Sim, one giant leap for Simkind

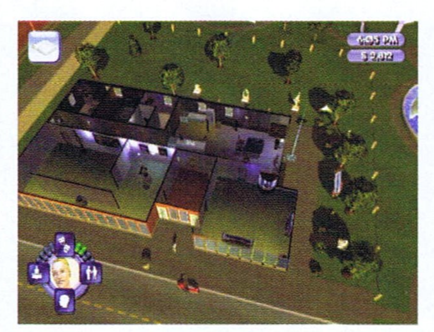
△ If you need a little social boost, head over to the club.



△ Alternatively, you can have a party in your home.



△ One objective is to have a successful gallery opening.



△ Pull the camera around for a better view.



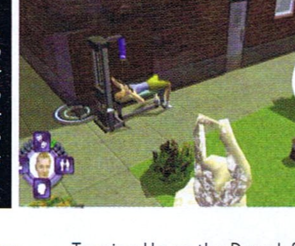
△ Perform well at work to earn more money.



△ Here's our Sim contemplating the beauty of this helix. By the look of things he ain't too happy.

SELF HELP

To get your Sim up to speed, you'll need to buy items to help him improve his abilities. Get some gym equipment in to improve his body. An electric guitar will improve the little chap's creativity while books help him improve his cooking.









himself a promotion. With a promotion comes more money, a new home, new friends and, ultimately, more opportunities to grow your Sim into a happy, well rounded individual.

So how do you know if your Sim is on the path to success? Well, in the bottom left-hand corner of the screen you'll see your Sim's face, along with a meter that fluctuates from left (red) to right (green). The more green you see, the happier your Sim is. A change in this indicator can be attributed to a number of factors which you can view via the D-pad.

Tapping Up on the D-pad, for example, shows a breakdown of your Sim's main areas that need attention. Energy, comfort, fun, hunger, cleanliness – even their bladders need attention. If your Sim is tired, put him to bed. If his bladder's full, make him go to the loo. If he's not having very much fun, get him to watch the TV, or if he's hungry send him to the fridge to get something to eat.

On top of this you also have to develop your Sim's skills. Creativity, Mechanical, Cooking, Body, Charisma and the like all need to be worked on by doing various activities. Working out improves Body, staring at yourself in the mirror for a few minutes each day improves your Charisma (?!) while doing a spot of painting or practicing the guitar will help your Creativity no end.

There's a bewildering array of tasks to get to grips with, and juggling every aspect of your Sim's daily life is pretty daunting at first. The individual bars for all your Sim's needs seem to go 'into the red' very quickly. You need to tidy up, have some fun,chat to your housemates and make sure you study some books, and all the while you have to empty your bladder, clean the toilet, have a shower and eat a decent meal. Quite simply, there aren't enough hours in the day.

Keeping your Sim happy and content is hard work, but on top of all the stuff you do at



"BELIEVE US, YOU'LL JUST KEEP ON PLAYING - BUT AS YET WE CAN'T FATHOM EXACTLY WHY..."



HARD TALK

To enhance your social repertoire, you're given the chance to unlock new interaction abilities. You can learn, for example, to give people 'the finger' if you take a dislike to them. You can brag about money, tell lies and slmack them in the face. It does feel a little odd to ignore your mum for month, then go round to her place and slap her around a bit, though.

"An amusing digital sandpit"

△ There are loads of NPCs to interact with – boosting your roster of potential friends and making you happier too.


△ Your character never pulls his trousers down when he's on the lav…


△ …which might be why our housemate beats the four-letter-word out of us here.


△ All Sims needs to feel love – remedy this by getting friendly with the ladies.



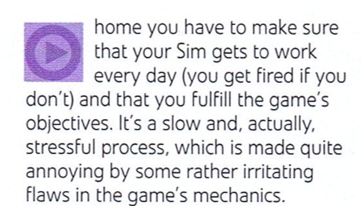
△ Sit your Sim in front of the old goggle box to help improve comfort and fun.



△ The customisation options to create your Sim are pretty decent and can be expanded as you unlock more goodies through the game.



△ Go round and visit your mate if you want to take time out from your daily chores, but there's no guarantee that he'll want to see you.



home you have to make sure that your Sim gets to work every day (you get fired if you don't) and that you fulfill the game's objectives. It's a slow and, actually, stressful process, which is made quite annoying by some rather irritating flaws in the game's mechanics.

BUST A MINUTE

For starters, the time aspect seems completely screwed. Under no circumstances should it take your Sim three game hours to wash the dishes, play a game of pinball and have a quick snack. Let's say, for example, you get home from work and you realise your Sim needs to do a bit more socialising in order to keep himself in a good mood. By the time you've done your 'chores' around the house, you barely have enough time to have a shower before you need to be back in bed. Now, being a 'life simulator', you'd think you could wait until the weekend to build up the fun and social elements of your Sim. Not in this case. Your Sim has to work *every single day* – effectively 'dead hours' that reduce the window of opportunity to develop your Sim in the way you'd like. It's all extremely frustrating.

But you'll keep playing. Believe us. You. Just. Keep. Playing. And we really can't fathom why exactly.

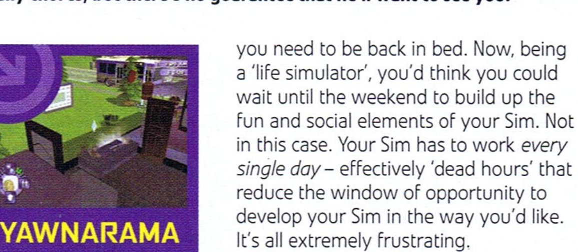
Let's not beat around the bush here, the game is mind-numbingly tedious in places. There's little in the way of excitement. If at all. The biggest thrill you'll ever have is hoping your Sim can make it to the toilet before he soils himself in front of all of his new friends. Or praying to God that he can make the ten-metre journey from the front door to the bus in less than the half an hour it normally takes him. It's just as laborious as the first game.

Bustin's Out's really not much to look at either. Poor textures and a dodgy frame rate prevent the presentation side of things from ever being anything more than functional.

Admittedly, all the Sims have hundreds of different animations they can go through depending on their mood and what kind of furniture and items you have around their home, but viewing them is little more than a novelty and proves little reward for the time you spend playing the game.

TIRED & SIMOTIONAL

Despite these issues, however, it's difficult to damn the game because it *does* possess an inimitable kind of atmosphere. From the moment you create your Sim and find him a job, you



YAWNARAMA

Inevitably, any game that tries to emulate real life will have moments of tedium – as anyone who's waited for a bus in* Shenmue *will testify. In* Bustin' Out, *it's more pronounced, as having to fix a leaky shower, clean the bathroom floor or wait for a Sim to wake up while he sleeps will prove. Unfortunately, these chores take up a lot of the game time.

HOW TO... DRIVE A SIM INSANE

Bored of playing properly? Try this on for size…



YOUR HOUSEMATE

He talks like a ponce and keeps his hat on in bed. As friendly as we are, we ruin his life by getting him to flirt with our mother and driving him mental.



THE LADY…

She's friends with our flatmate. In fact, he dreams about her – so we cruelly snatch her heart away while he sleeps and then make him cook us breakfast.



…AND THE TRAMP

We make him do all the housework. We stop him seeing his friends, prevent him from showering and make him miss the bus to work. Every. Single. Day.



MR NGC WINS!

Knackered, he collapses. He's not spoken to anyone for weeks because he stinks. The final humiliation is peeing himself at our house party. He wasn't invited.





△ Jesus. You throw a party and look at the kind of freaks who turn up. The guy in the rainbow afro clearly wants to be punched repeatedly in his face, and lord only knows what the guy in the general's outfit wants…

△ A woman with her face caked in green? It's your mother, obviously! Recognise her now?

△ Buying certain bits of furniture will help build your Sim up more efficiently.

can't help but get attached. The game is intensely involving. Not only do you ensure he's happy and gets to work on time but you can also tinker with almost any aspect of his life. You can change his house around, buy him furniture, a pinball machine, whatever, and then watch him use them to improve his life.

people and they won't look on you quite as favourably. Spend time chatting with them and they'll become a close friend and, more importantly, getting a Sim of the opposite sex romantically involved with you will make your Sim very happy indeed. It's just like real life. Only less stressful.

> **"THE SADISTIC VOYEUR IN YOU WILL INEVITABLY COME OUT, AS YOU MANIPULATE PEOPLE INTO HAVING FIGHTS IN YOUR HOUSE"**

Even more intriguing is the need to meet and socialise with the other Sims in the game. From the moment you meet a new person you have a gauge that shows how your relationship with that particular individual is going. Snub

Getting a bunch of people in your Sim's house and watching how they interact is perhaps the most rewarding aspect of the game. The sadistic voyeur in you will inevitably come out as you manipulate people into having



MIND OF HIS OWN

You can set a Sim six tasks at a time, which he plays through in order. Unfortunately he won't always go about them in a way you'd like. For example, your Sim will always wash his hands after going to the toilet, he'll often walk the length of the house to use the one in the kitchen. Very odd.

fist/catfights over the game's romantic involvements.

Okay, so the game is hardly going to set your Gamecube alight, but it's a significantly different experience from anything else available right now (well, apart from *The Sims*) and it's enough of a significant improvement over its predecessor to warrant checking out.

It's certainly an interesting experience and the slow-burning nature of the action is compelling enough to draw you in for the 30 or so hours it'll take you to work through the game's main mode. Even after you've finished with one Sim you can go back and play through again to explore the other career choices in the game. After that, the game's Free Play mode will serve as an amusing digital sandpit for you to tinker with for some time to come.

GERAINT EVANS



- It'll suck you in and never let you go.
- Strangely voyeuristic.



- Clunky interface.
- Weak presentation.
- Often frustrating.
- Very slow moving.



IF YOU LIKE THIS...

Animal Crossing
Nintendo
NGC/74 90%
Slow-moving, real-time life sim. Except with animals, fishing and, erm… picnics.



6 VISUALS

Pretty ugly. Functional at best, with some nice animation on the Sims.



6 SOUNDS

Forgettable tunes and effects that irritate more than please.

7 MASTERY

Jerky when scrolling around, and a very clunky interface.

9 LIFESPAN

Loads to unlock, a 'free' mode and hundreds of possibilities to discover.

VERDICT

Slow, often frustrating, but frighteningly engrossing at the same time. If you're after a leisurely, open-ended experience then it's highly recommended.

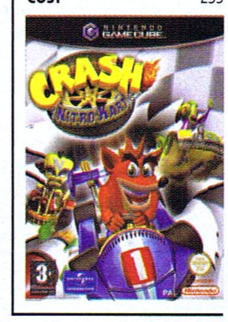


82

"Almost total lack of charisma"

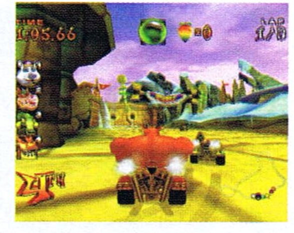


PUBLISHER	VIVENDI
DEV.	VICARIOUS VISIONS
RELEASE DATE	NOW
PLAYERS	1-4
MEMORY CARD PAGES	3
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£35





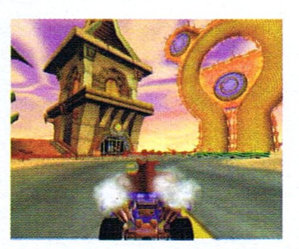
△ In fairness, many of the tracks available are quite imaginative – the only problem is that the frame rate just can't handle some of them, especially in the heat of battle.



△ Although you can choose from different weights of...



△ ...character (thus increasing your top speed), it never really...



△ ...matters because all the other karts are faster than yours.



The bandicoot that bandicouldn't.

Vivendi's orange ferret gets left for dust in his depressingly mediocre racer...

Much like this month's *XGRA* (reviewed on p42), *Crash Nitro Kart* suffers from the fact that, only a month previously, a far superior game of the same genre was released. Let's face it, anyone and everyone who has a copy of Ninty's brilliant *F-Zero* is hardly going to want to pick up Acclaim's high-speed effort, while those who rushed to get a copy of *Mario Kart* on release (ie. nearly everyone) aren't really going to want a piece of this.

Still, it's not like you're going to be missing much because, to put it lightly, *Crash Nitro Kart* is less than desirable.

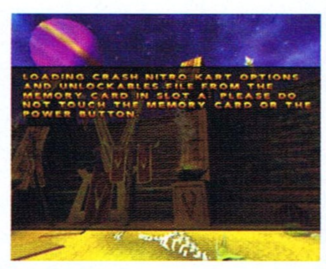
In fact, you don't even have to begin racing to be irritated by what's on offer here. Mainly because before you take part in your first race, you seem to be up against countless loading screens, FMV and tedious explanation processes.

By the time you've entered your name and gone through the 'do you want to save to memory card?' rigmarole you're already bored out of your mind.

When you finally start the game proper, things don't get too much better. *Nitro Kart* takes on a decidedly unhealthy *Diddy Kong Racing* structure, with a number of hubs that lead to warps to different tracks (something

EIGHT REASONS TO HATE IT

Okay, so maybe not *hate* it – but it sure as hell ain't *Mario Kart*…



LOADING…

Yeah, yeah – enough already. Just let us play the damn races, for crying out loud. What? Save? Again? No, we don't care if it overwrites our memory card file…



CRASH! IN SPACE!

What's all this? A story you say? You mean we have to sit here and watch hours of crappy FMV just to explain why we're going to be racing about in karts…



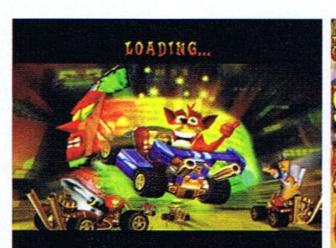
PICK YOUR FREAK

Pick a team? Who are these idiots? More to the point, do we actually care? On one side we've got a bunch of ferrets and on the other a load of Warner Bros rejects.



DIDDY WRONG RACING

Yay! Race time! Er, maybe not then, maybe we just get to drive around some cruddy hub like in DKR looking for 'warps' to whisk us off to…



LOADING…

A loading screen! And because you race in individual races rather than 'cups' you get to stare at another two loading screens before the next race! Genius.



READY, STEADY, SLOW

And we're off. A cheeky boost start propels us to warp factor 0.32. The frame rate stutters, the weapons show themselves up to be 'rubbish' and…



CHEATING SCUM

…by the time we get a few races in we realise that all the CPU racers are exponentially faster than us. Failure to master the boosting 'feature' leaves…



RESET

…you at the back whether you like it or not. No real 'skill' involved in battling it out with the other racers – it's simply a case of memorising a boosting strategy.



▲ **It's hard to get excited on these loops because when you hit them everything slows down.**

▲ **Hit the crates to grab yourself one of the game's measly and uninspiring power-ups. Total rubbish.**

▲ **When in a powerslide, you have to tap the opposing shoulder trigger to get your three boosts.**

that does the game's loading times no favours). In order to unlock different warp gates you need to collect trophies and keys and suchlike to access them. Once you've beaten a few tracks you'll be required to race head-to-head against a 'boss' racer in order to get a key to the next hub. It all seems rather long-winded and pales in comparison to the Rare racer it so shamelessly apes.

As for the racing itself, it's painfully slow and there's little in the way of genuine excitement. In fact, the most fun we had with the game initially came from placing 'bets' on the themes of the tracks that appeared, and lo and behold the predictions of 'green', 'lava', 'desert' and 'ice' all rang true within the first half-an-hour of play.

> **"THE MOST FUN WE HAD INITIALLY CAME FROM PLACING 'BETS' ON THE THEMES OF THE TRACKS"**

Granted, it may be unfair to judge a game on these initial thematic clichés, especially when *Mario Kart* is just as bad an offender, but listing them goes some way to conveying the almost total lack of charisma that *Nitro Kart* has. Push further through the game, however, and things do improve a little. Many of the later tracks are actually very imaginative and the challenge on the latter stages is pretty steep and rarely unfair.

Unfortunately, even this is ruined by the fact that the more elaborate the tracks get, the worse the game's often-inexcusable frame rate suffers. (Something which beggars belief when you consider that, visually speaking, *Crash Nitro Kart* resembles a PSone game in a higher resolution.)

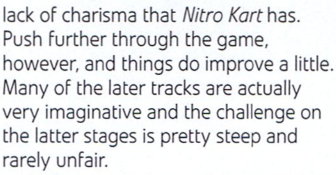
Suffice to say, then, that this is very easy to put down – and very, very difficult to recommend.

GERAINT EVANS



BOOST!

One redeeming feature is the way your kart boosts. There's a powersliding boost like in MK but you can also boost by hopping off jumps, allowing you to chain boosts together in a combo. Unfortunately this is very cynically ruined by the fact that all the other racers are faster than you. Cheap.



+

- Some very well-designed tracks.
- An innovative boosting feature.

–

- Poor frame rate.
- Cheap CPU racers.
- "LOADING…"
- Not as good as…

IF YOU LIKE THIS…

Mario Kart: DD!!
Nintendo
NGC/88 93%
A far superior kart game in every way. But you already knew that, didn't you?



5 VISUALS
It looks like a 32-bit game in high res. Very little to inspire.

4 SOUNDS
Weedy music, tiny engine noises and irritating speech FX.

5 MASTERY
Laughable compared to *MK* – awful frame rate too.

6 LIFESPAN
It's certainly not easy – but unfortunately for all the wrong reasons.

VERDICT

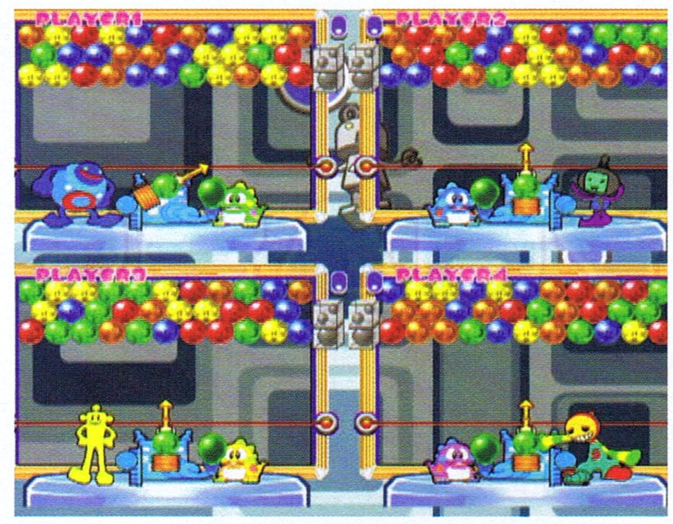
Imagine a world where ever copy of *MK:DD* spontaneously combusted. Then, and only then, should you consider this average kart racer.



NGC INDEPENDENT NINTENDO GAMING

53

"Simple, addictive and colourful fun"



△ Okay, so it's a basic puzzle-game, but there's no denying that we're suckers for Taito and their ability to create charming, juicy-coloured games.



△ A great new mode this, and an excellent take on the standard game.



△ You have to shoot down the bubbles before they hit the line.



△ There are special bubbles that you can shoot for different effects…



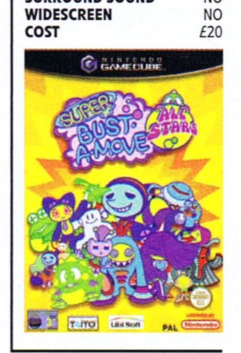
△ …that big yellow one changes all the bubbles to… um… yellow.



△ Plugging through the game's main Puzzle mode is pretty tough going, requiring some cunning ball bouncing and pixel-perfect aiming.

INFO BURST

PUBLISHER	UBI SOFT
DEVELOPER	TAITO
RELEASE DATE	NOW
PLAYERS	1-4
MEMORY CARD PAGES	2
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£20



SUPER BUST-A-MOVE ALL STARS

Burst your bubbles! The most ancient of puzzlers has still got it where it counts… again…

Good old *Super Bust-A-Move*. it's something of an old faithful, and one of those games that always seems to worm its way into everyone's games collection one way or another.

For the uninitiated, the rules are simple. Match bubbles of the same colour in groups of three or more. This you do by shooting coloured bubbles from the bottom of the screen at the steadily descending ceiling of bubbles above. If the bubbles reach the bottom of the screen then it's game over.

It's been done to death time and time again – so much so that we doubt there's anyone on planet Earth who hasn't spent a rainy afternoon with this game at least once in their lifetime.

This most recent Gamecube version delivers exactly what you'd expect, with the added bonus of a four-player mode alongside a game called 'Shoot Bubble' where you have to take aim at rapidly-falling bubbles in a space-invadery kind of scenario.

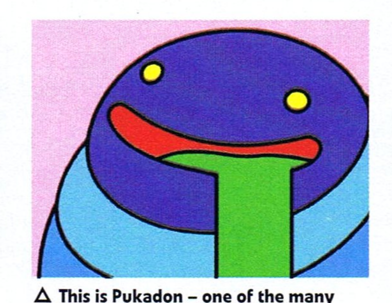
It's all simple, addictive and colourful fun. Okay, so there's nothing particularly new here, and we could go on and on about lack of originality, but we won't. The game isn't full price and well, what's *not* to like about it? If you've *never* played *Super Bust-A-Move* before, just go out and buy it now. Go on, get down the shops. It's only £20 and when it comes to a spot of multiplayer this will undoubtedly serve you well.

If, on the other hand, you're one of the legion of gamers who already owns this on another platform, then there's no point in forking out for it again.

GERAINT EVANS



△ Four-player action will frequently turn one hour into five. Compelling stuff.



△ This is Pukadon – one of the many selectable characters in the game.



- Colourful.
- Fun
- It's *Bust-A-Move*, for God's sake.



- Only has one new mode.
- You've probably already got it.



Zoocube
Acclaim
NGC/71 50%
Rotate a metal box and suck giraffes' plums until your brain falls out.





6 VISUALS
Crisp, clean and colourful, with surreal animations. Just fine.

5 SOUNDS
Bleepy-dee-bleepy dee-bleep. Popperty-popperty-pop.

2 MASTERY
Let's face it. It's hardly taxing your GC's processors.

8 LIFESPAN
It'll be in and out of your Gamecube like a yo-yo for months.

VERDICT

Good, wholesome bubble-popping fun. But don't bother with it unless a) you've never played it or b) your older *Bust-A-Move's* falling apart.







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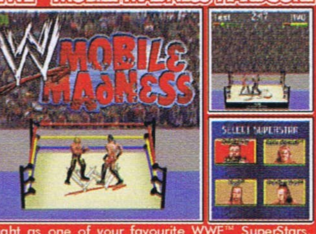
XIII



XIII wakes up on a beach, with a gunshot wound to the head. His amnesia is total: he remembers nothing of his dark past. But his past returns to haunt him. Assassins appear out of nowhere and the authorities are hot on his heels. When he's captured by Colonel Amos, he learns a little more about himself: he killed the President of the United States!

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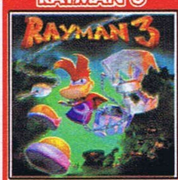
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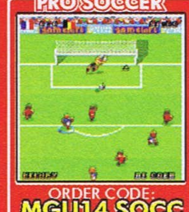
COMPATABILITY CHART

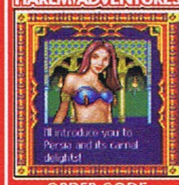


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TOM CLANCY'S SPLINTER CELL® EXTENDED OPS	MGU14 OPS	B D F







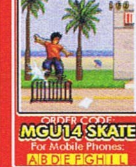




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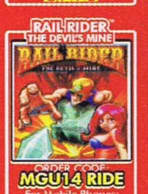


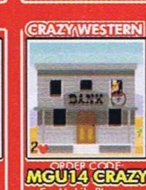


















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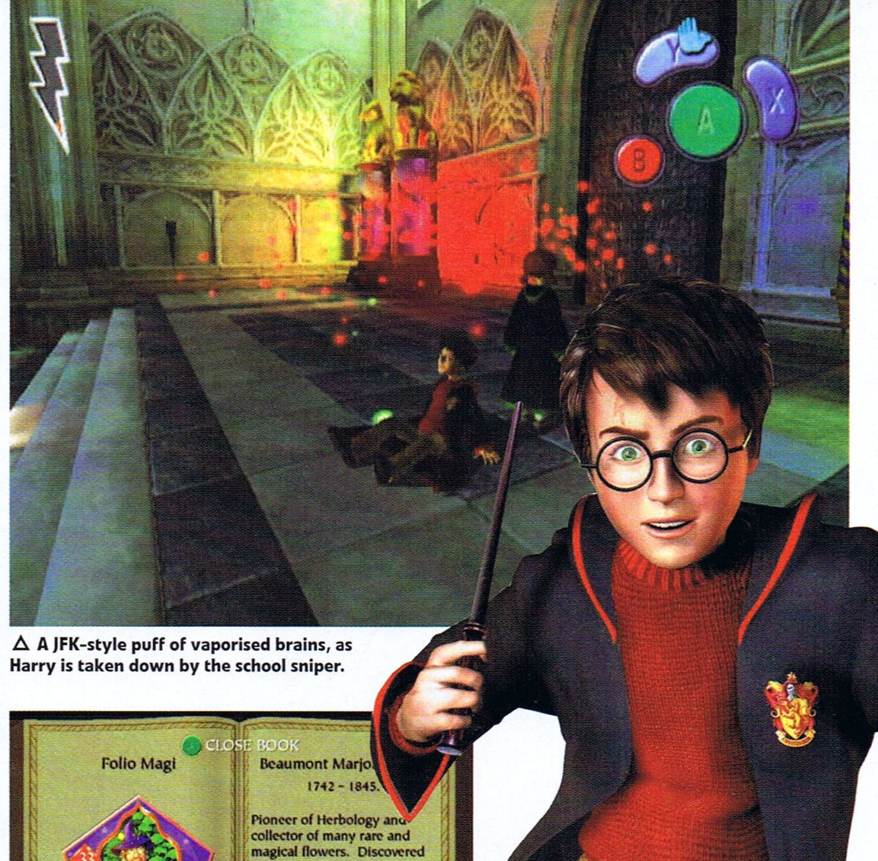
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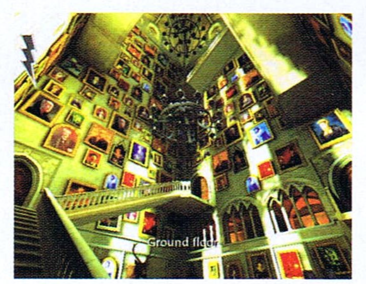
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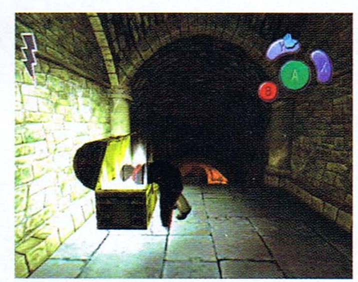
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△ There's no double maths or remedial English for the boys and girls at this school.


△ A JFK-style puff of vaporised brains, as Harry is taken down by the school sniper.

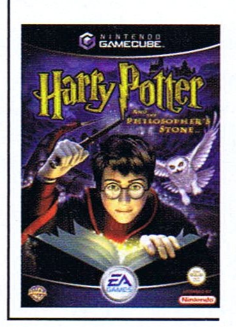

△ The grand staircase at Hogwarts, filled with paintings and slowdown.


△ Harry leans into a glowing treasure chest in a rather familiar manner.

△ Fill your scrapbook with interesting info on all things magical and wizardly. Go, Harry!

INFO BURST

PUBLISHER	EA
DEVELOPER	WARTHOG
RELEASE DATE	OUT NOW
PLAYERS	1
MEMORY CARD PAGES	9
GBA LINK-UP	NO
SURROUND SOUND	YES
WIDESCREEN	NO
COST	£40



HARRY POTTER
AND THE PHILOSOPHER'S STONE

Woah! Who's got the time-turner? First we get the game of the second book, now the game of the first.


Say what you like about the overexposed boy wizard (and we could babble on at great and incoherent length about the ridiculous practice of grown adults pretending to love a childrens' book), but he's made a lot of people a very large amount of money. So Harry, we applaud you. And, by Dumbledore, we wish we'd thought of you first.

If anybody needed any further proof about the Potter boy's extraordinary pulling power, it's right here in this strangely familiar Christmas release. The old Philosopher's Stone era was quite some time ago, for both the novel series and the associated merchandising machine, and this game was actually released a couple of years back for the original PlayStation.

Here it gets an unlikely resurrection on Gamecube, using the enhanced graphics technology from last year's Christmas Potter game, *Harry Potter and the Chamber of Secrets.*

That one was basically an upgraded follow-on from the PlayStation game, so what we've got here is an upgrade of the original based on the upgrade of the original, which is sort of like the videogame equivalent of travelling back

> **"THE ATTENTION TO DETAIL IN THE REPRESENTATION OF THE PLACE WILL MAKE POTTER FANS GO WEAK AT THE KNEES"**


△ Hogwarts, the only school in the UK to come complete with collapsing bridges, ravenous goblins and bottomless pits.



△ **Harry pushes giant stone blocks like a true pixie boy.**





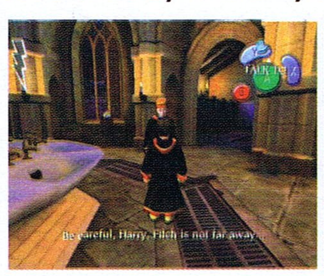
△ **Every school has a witch or two on the staff, but at Hogwarts they really do mean it. This place is nuts.**



△ **They'd better pray Hogwarts is miles away from the nearest council estate, otherwise these dressing gown-clad nerds are going to be getting a beating for lunch, magic wand or not.**

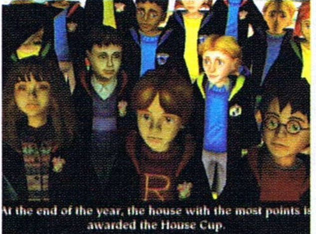
HOGS AND WARTS

Life is easy when you're a rich kid…



JELLY BELLY

The currency in Hogwarts is the humble jelly bean. You'll find them everywhere, and they come in flavours such as vomit, sardine and bogey. Delicious!



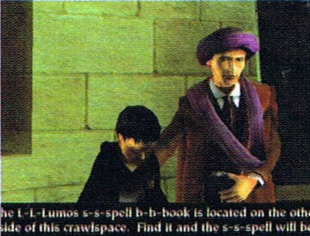
CLASSMATES

Harry's privileged school chums are a decent enough bunch, even though they come from the kind of monied families able to afford to send their offspring…



GRAND SURROUNDINGS

…to the biggest, most elaborate, most exclusive public school in the country. Strangely none of them get picked up in Range Rovers for holidays in Cannes.



TEACHES AND LEARNS

Of course most sane parents would think twice before entrusting their little angels to this gruesome bunch of unorthodox educators. Somebody call the police!

in time and becoming your own grandfather. It makes our heads hurt.

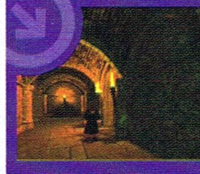
Harry Potter and the Philosopher's Stone is a *Zelda*-ish adventure set in and around Harry's famous Hogwarts school and, much as we take great pleasure in being sneeringly cynical about it, there's no denying that the attention to detail in the representation of the place is going to make younger Potter fans go weak at the knees with delight. It's extremely impressive – a huge building filled with gloomy catacombs and sparkling hallways that looks exactly like it ought to.

Harry does the usual combination of block-pushing and item-purchasing around the school on his way to a showdown with the forces of badness, and the way the game leads you very gently from cut-scene to cut-scene is clearly designed to appeal to players not quite old enough to appreciate a proper *Zelda* game.

Most typical tasks consist of you being forced to watch several long animations that ultimately reveal the solution to whatever fetch-and-carry dilemma Harry is faced with. There's a very strict pathway through the game, with little scope for working around problems in anything other than the prescribed manner. As you'd expect.

ROWLING ALLEY

The game is divided into day/night cycles, which end when you've completed all of the available tasks and sent Harry up to his dormitory for a bit of shut-eye. You can only collect certain items at night, which adds a tiny bit of a puzzle element. However the paths to the areas of interest are easy to spot because if they're not the only ones unlocked at the time, there'll be some other kind of blatant signposting to ensure you never get lost in the sprawling halls of Hogwarts.



GOBLIN?

Presumably Hogwarts has a massive budget for everyday essentials like eye of newt and tongue of frog, but they've been skimping quite badly when it comes to paying for a decent janitor. The place is filthy! Venture away from one of the freshly wallpapered corridors and you'll find dank catacombs filled with cobwebs and little goblin things that you can attempt to throw down some of the school's many bottomless pits.

We did enjoy sending Harry to his daily lessons in wizardry, even though they are mostly cut-scenes rather than anything interactive. After a bit of spiel from the teacher you have to locate certain special items before your rivals, and the reward is a new spell or ability. In fact, there's masses of potential for a full-on Harry Potter school simulator, which would do away with all the problems of trying to tie the game's action to the storyline of a movie and novel.

Any older readers who played *Skool Daze* in the '80s will know what exactly what we mean. But then old crusties shouldn't be messing with Harry anyway. It isn't for you.

If you're after a Gamecube classic to keep you busy over the holidays, this isn't it. But if it's Potter that you want, and Potter you must have, *Philosopher's Stone* has all the Potter you need.

MARTIN KITTS

+

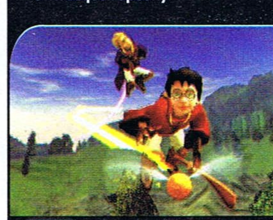
- Boy wizards.
- Big Hogwarts.
- Scottish giants.
- Jolly japes.

–

- It's an incredibly simplistic *Zelda* clone with a ubiquitous license. For kids.

IF YOU LIKE THIS…

Harry Potter and the Chamber of Secrets
EA
NGC/76 78%
The original that's also its own sequel. Spooky.



6 VISUALS

Nice and detailed, but the frame rate can go a bit stuttery.

7 SOUNDS

Voice actors that sound much like the folks from the film.



6 MASTERY

Has a nice gentle learning curve for younger gamers.

7 LIFESPAN

There's more than enough to see in Harry's game.

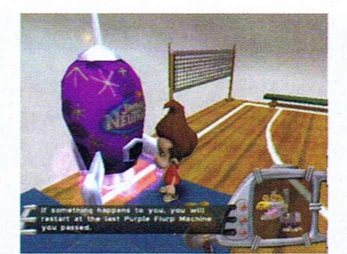
VERDICT

Remember, this is strictly for young Harry Potter fans. They'll love it, we know that, but it's hardly the greatest game ever.





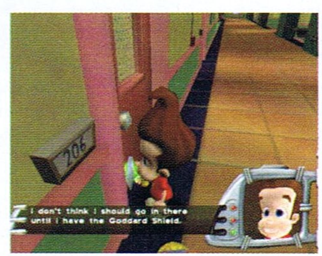

The atmospheric science lab in level one looks brilliant, a step up from the cartoon – and you can rest assured that the rest of the game is as good.



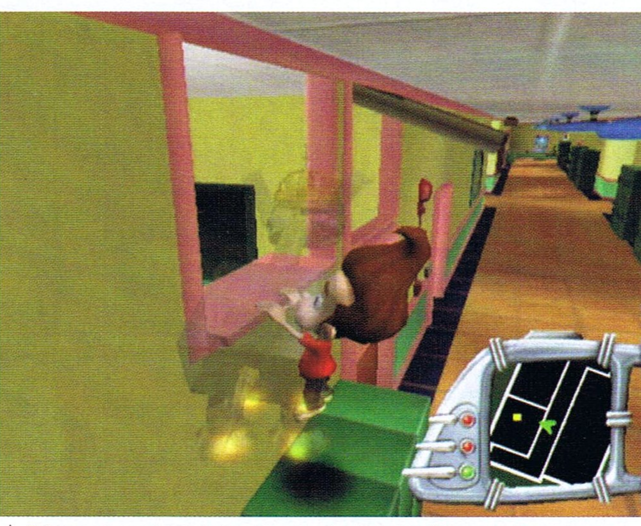
We're not sure what Flurp is, but we're glad the machines are here.


The glowing grids show you where you can use interactive items.


You never see game characters using the lav. *Or do you?*



They're right, Jimmy, don't be a hero! Go get your Goddard shield.


This may be a school, but not everywhere's accessible – you have to enter some classrooms in a more sneaky fashion, checking your scanner for teachers.



- Great tracking system.
- Loads to discover.
- Absorbing.



- Sparsely populated levels.
- Very linear
- Too easy for some.



Super Mario Sunshine
Nintendo
NGC/73 96%
If you want to jump on things and collect power-ups, do it in style.



8 VISUALS
Excellent FMV story scenes and good level design.

7 SOUNDS
Annoying accents and music, but it suits the game.

6 MASTERY
Intuitive use of the joypad, but poor collision detection.

6 LIFESPAN
It's not a huge game and seems to get easier the further in you get.

VERDICT
A fun and simple gaming experience that builds gently and is free of frustration. Perhaps too linear and basic, but surprisingly absorbing nonetheless.



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INFO BURST

PUBLISHER	THQ
DEVELOPER	KROME
RELEASE DATE	OUT NOW
PLAYERS	1
MEMORY CARD PAGES	3
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	YES
COST	£40

JIMMY NEUTRON JET FUSION

You don't need to be a boy genius to play it.

You generally want games to stretch you, so that by the time you've completed them you feel like you've got your money's worth. So why was it that we were happily still playing this easy game hours after we'd started? Occasionally it's good to play something polished and fun, without losing a thousand brain cells in the process. *Jet Fusion* is a lot like the EastEnders omnibus – you've seen it all before, but you're happy to let it wash over you on a Sunday afternoon.

"IF ANYTHING, THIS IS A DECENT START TO A YOUNG GAMER'S GAMECUBE COLLECTION"

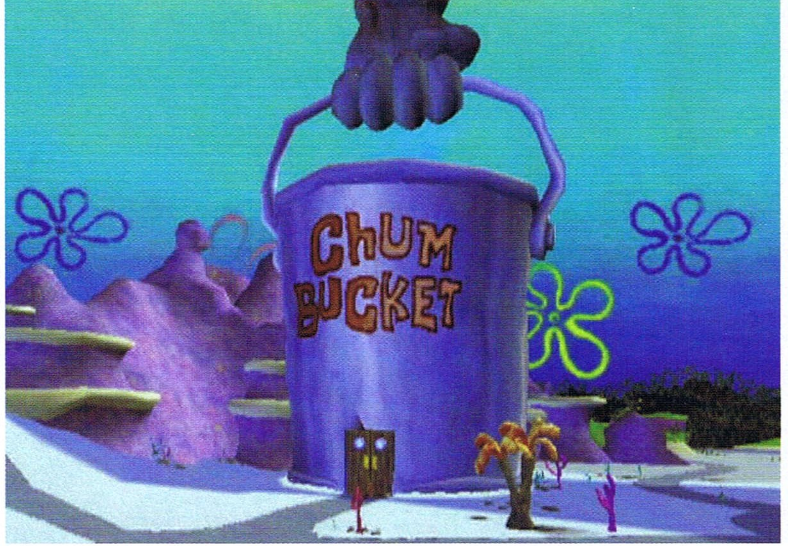
The storyline – like the game – is basic: actor Jet Fusion is captured by a mad scientist. Bequiffed gadget fan Jimmy and his exploding mechanical dog Goddard have to rescue the cartoon heart-throb and leg it home for tea. Accompanied by jolly Tarantino-style surf music they set off on the usual platform routine – find power-ups, avoid enemies, collect pieces of a puzzle and get to the next checkpoint without dying. After a quick tutorial, away you go.

The levels are fairly sparse, which keeps things gentle (and, occasionally, makes them a bit dull). Despite the 3D world the game feels linear as you're spoon-fed your next moves. But there's enough interaction with the environment to feel truly 3D, and your control of the camera angles adds to this beautifully.

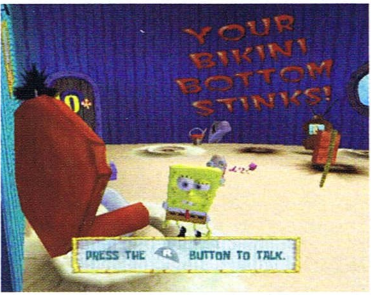
If anything, this is a decent start to a young gamer's Gamecube collection. It's got a strong enough learning curve to suck you in, but not so hard that it spits you out by level two. We still hate – *HATE* – Jimmy's hair though…

ROB PEGLEY

DID YOU KNOW? Jimmy is voiced by a woman, Debby Jerryberry, who also voices Coco Bandicoot in *The Wrath of Cortex*.

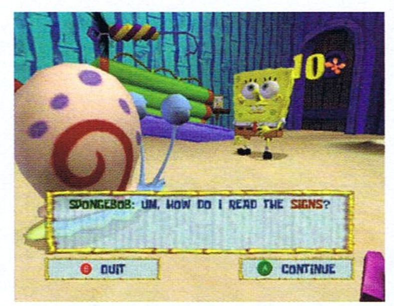


△ Here's where our 'hero' resides. And here begins the side-splitting humour.





△ Harmless graffiti or critical comment?



△ He really does need help with his letters.

SPONGEBOB SQUAREPANTS
BATTLE FOR BIKINI BOTTOM

Bob's a sponge, and his pants are indeed square. You don't want to know more.

If you haven't seen the cartoon *Spongebob Squarepants*, then don't get up early to catch it. It's massive in the States. And you can forget all the fuss about American foreign policy, the burning question stateside is "is Spongebob a bit of a nancy?" Whatever, he's an icon. In the vein of Ren and Stimpy the cartoon is all trippy visuals and ker-razy humour, which works on both an adults' and a kids' level in theory, with adults getting the gags and children fans of Bob himself. However, we loathe it. We've been moved to watch Rise on Channel 4 instead, and Kate Lawler has appeared intellectual in the aftermath.

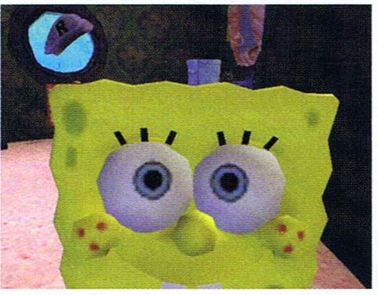
The game (unfortunately) manages to combine the hideous touchy-feely values of the programme with a poor plot, badly designed levels and some awful collision detection to create a gaming experience equally worth avoiding. Trust us, you'd rather watch GMTV than play this.

For the record, you control the loathsome Spongebob (or Patrick, or the not-remotely-camp-sounding Sandy Cheeks) as he moves around a 3D platform environment, collecting shiny objects and solving puzzles , all in an attempt to defeat the evil Plankton. Awful music and poor humour accompany you along the way.

It's possible that a very young gamer or a dedicated Spongebob fan might find all this engaging, but if they've played a decent platformer – and there are plenty of those on Gamecube – their love of the geometric-trousered one might not survive the experience.

In its defence, the game is long and has many varied worlds. It takes ages to finish. Although it's debatable whether that's a positive thing. In summary, this is pants.

ROB PEGLEY



△ Like a big square yellow Steptoe. Don't look at this an hour before bedtime.

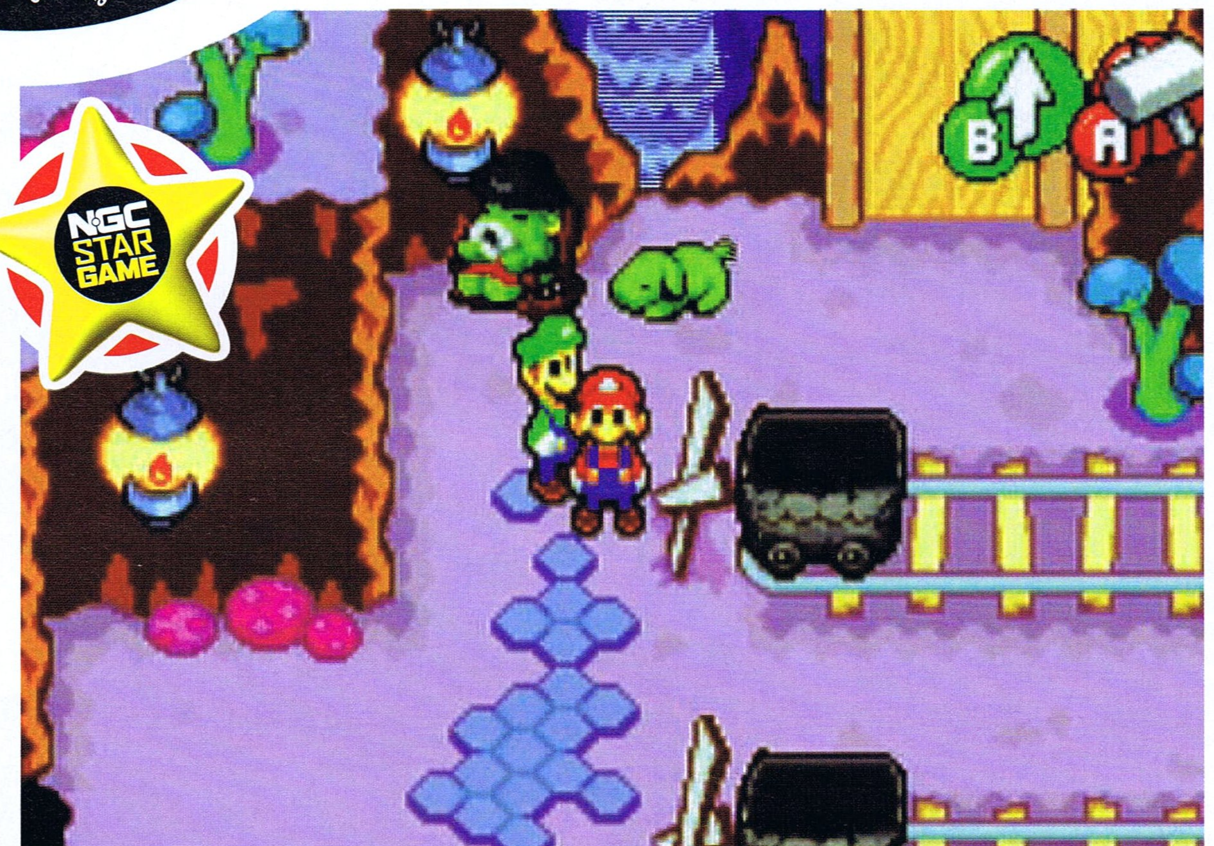


INFO BURST	
FROM	THQ
PLAYERS	1
MEMORY CARD	
PAGES	10
WIDESCREEN	NO
GBA LINK	NO
COST	£40

NGC INDEPENDENT NINTENDO GAMING

32

NGC STAR GAME



△ Mine-cart minigame. How original. Except, well, it *is*, with two characters. You collect gems, while Mario shines a spotlight to show the way.

△ These fellas teach you new techniques.



△ Fill Mario up with water and get Luigi to jump on his head to shoot it out.

MARIO AND LUIGI SUPERSTAR SAGA

Bad language, 'mustard of doom' and Mario in his pants – have Nintendo finally lost the plot? We think not…

We've seen this numerous times at numerous trade shows and, to be perfectly honest, it didn't attract much attention. Sure, we were intrigued by it, and yes, but our minds were focused on getting a go on *Mario Kart: Double Dash!!* and *1080°* and… well, you get the picture. Well, that was our loss, wasn't it, because this is not only a brilliant, *brilliant* GBA game, it's one of the most refreshing, not to mention *funny*, games of recent times.

> **"MARIO AND LUIGI HAVE SPECIAL CO-OPERATIVE JUMPS, ENABLING THEM TO GAIN HEIGHT AND DISTANCE"**

The game begins in the Mushroom Kingdom. The goodwill ambassador from the neighbouring Beanbean Kingdom has come to visit Princess Peach with intentions less than honourable. On meeting her, his crony gasses Peach in the face, an attack that robs the Princess of her voice and replaces her words with explosive bombs – surreal…

And it continues. Toad, worried for the safety of the Mushroom Kingdom, hurries over to Mario's house for help, only to find him in the shower. The sight Mario in nothing but his pants causes the little bloke to faint with embarrassment. It's a remarkably



△ Your quest begins on Bowser's Cruiser. He flies you to Beanbean kingdom to help get Peach's voice back.

△ The fact that Luigi is always playing second fiddle to Mario is a constant source of amusement in the game – with Luigi bearing the brunt of many of the game's in-jokes.



△ All those nasty symbols will drop out of her speech bubble and explode on impact. It's all very odd.



△ Its Mario! In his pants! It's all too much for poor Toad.



△ Peach gets gassed. You'd think she'd be more careful.

△ Even through the battles are turn-based, there's an important element of real-time action that allows you to increase damage, counter-attack and avoid enemies' attacks. Ingenious.

cheeky opening to a game that consistently surprises, not just in terms of the way it plays (we'll get on to that later) but in terms of its constant self-referential mentality and Nintendo-based in jokes. Anyone who's ever played *Paper Mario* will already be aware of Nintendo's ability to poke fun at itself, and *Mario and Luigi* continues this tradition, with Luigi being the butt of many of the genuinely funny jokes. No-one can ever get his name right, for instance, or they forget who he is, and the game's NPCs are always asking the duo to show off the jumping abilities they're so 'famous' for. Much like *Paper Mario* before it, this is an RPG. Semi-random encounters (you can see enemies before you initiate a battle), turn-based fighting and a bit of levelling-up are the order of the day here.

A SUPER MARIO RPG

Don't run off quite yet, though. Even if this *is* an RPG, it's been thoroughly buffed by the polishing hand of Nintendo. Take the battle system: stumbling into an enemy immediately starts a fight. But even before the battle begins, there are tactical considerations to think about. Simply walk into the enemy and the fight will begin evenly-matched. Jump on 'em in the classic Mario way, and you'll kick off the scrap with a free hit. Miss the jump, however, and the enemy hits you – and you'll be the one starting at a disadvantage.

This level of control continues throughout the battles themselves. Stabbing at the action buttons for each character lets you deliver stronger attacks and dodge enemies. These refreshing differences don't just apply to the combat either; the landscape and 'dungeons' all offer a wide variety of tasks. Platforming also plays a crucial role in the game – only in a more cerebral way than you'd imagine.

Mario and Luigi have special co-operative jumps (enabling them to gain extra height and distance), and these can be used in odd ways – fill Mario up with water, for example, and Luigi can jump on his head to make the water squirt out. Clever little touches like this appear constantly throughout the entire adventure.

If you want original and endearing games this is *exactly* what you've been looking for. It's cheeky, charming, innovative and personifies everything we love about Nintendo.

GERAINT EVANS





"Expertly crafted strategy title"



△ Missions are all framed by extensive portions of dialogue as well as some quite lovely and delicate artwork that all helps to immerse the player in the story.



△ You can often talk to the enemy units, and sometimes you can even turn them over to your side.



△ Units have different abilities, like this archer here. Some units are incapable of attacking, instead adding skills like bestowing extra turns to individual fighters.

FIRE EMBLEM

It's certainly been a long time coming – but the brains behind the brilliant Advance Wars have finally delivered...

If you're a regular **NGC** reader, you will probably already know the we've been banging on about – ahem! – looking forward to this one for years, and we're glad to say that it hasn't disappointed in the slightest.

Developed by Intelligent Systems, the team behind the much-loved, *Advance Wars 1&2*, this is another expertly crafted strategy title that, while very similar in many ways to *Advance Wars*, manages to offer a different kind of experience.

Unlike *Advance Wars* this has quite a bit in common with RPG-style games like *Final Fantasy Advance*. The units you start with are, for the most part, the units you keep throughout the game. As time goes by you add new members to your party. They earn EXP that makes them stronger by attacking and killing enemies. Likewise, equipping individual units with new items gives them different abilities in combat.

Battling, however, is still very similar to *Advance Wars*. You click on a unit, you have an area in which you can move the unit, and dragging the cursor around the screen extends an arrow that depicts the path your unit will take to reach its destination. Certain areas of the battlefield, such as forests mountains and fortresses, can give you an advantage or disadvantage as far as potential damage is concerned – you'll take less if you're in a fortress.

△ Ha, you can't hit us with your sword from there. Ranged weapons rock.

Surrounding this dynamic is a strong story, backed up with some lovely artwork. As a result, delving into *Fire Emblem* means committing yourself to a great deal of dialogue and plot-furthering cut-scenes. Granted, this may lessen the immediacy of the game in comparison to *AW* but there's no denying that your feeling of involvement and, consequently, the level of empathy you feel for those under your command is much stronger. To place this in context, we'd say that this is superior to *Final Fantasy Tactics*, and well worth buying.

GERAINT EVANS

INFO BURST

FROM	NINTENDO
PLAYERS	1-2
SINGLE-CART	
LINK UP	NO
SAVE	ON CART
OUT	NOW (IMPORT)
COST	£40



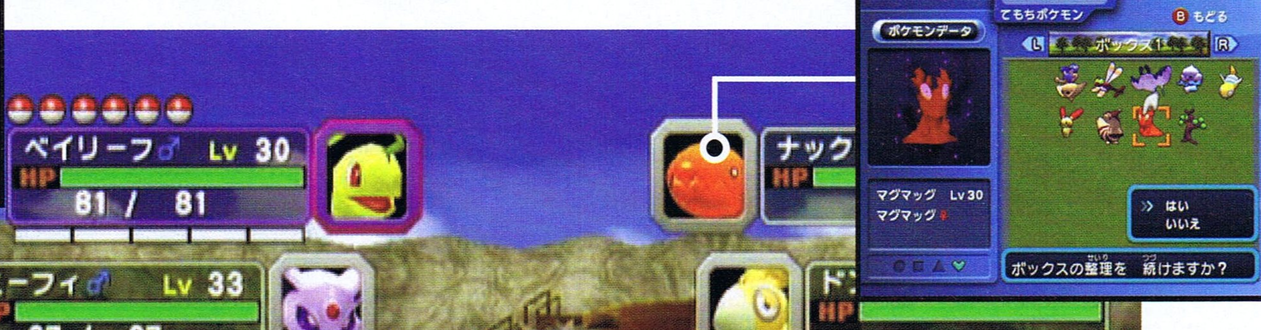

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REVIEWED!
•SOCOM 2 •POKEMON COLOSSEUM
•FINAL FANTASY 11 AND X-2 •WARIO WARE GAMECUBE
PLAYED!
•GT4 •HALO 2 •DRIVER 3 •KILLZONE
•007: EVERYTHING OR NOTHING •NINJA GAIDEN •DEUS EX 2
•SPIDERMAN 2 •SPLINTER CELL 2 •FINAL FANTASY 12
•METAL GEAR SOLID 3 •TRANSFORMERS •S.T.A.L.K.E.R.
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CATCH 'EM

Catching other trainers' monsters? How uncouth! But you can, as long as the monsters you're after are the special Dark variety. They're fair game.

BEST DEFENCE

The smartest way to avoid a beating in battle is to unload your biggest attacks early on. And they don't come much bigger than the slightly unreliable, super powerful Dark Rush move.



HOUSEBREAKER

As is the tradition in all RPGs, you're perfectly free to wander into any home and start rummaging through the owner's belongings. And why not?



OLD DOGS...

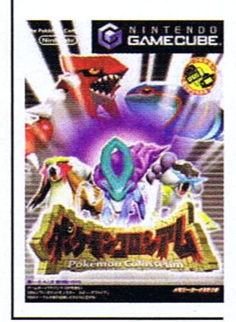
...New tricks. Get the experience you need to elevate your monsters' level and they'll learn some cool new moves.



イリーフはどうする？
ダークラッシュ　こうごうせい
はっぱカッター　のしかかり
PP
わざタイプ：

INFO BURST

PUBLISHER	NINTENDO
DEVELOPER	GENIUS SONORITY
RELEASE DATE	NOW (JAPAN)
PLAYERS	1-4
MEMORY CARD PAGES	48
GBA LINK-UP	YES
SURROUND SOUND	NO
WIDESCREEN	NO
COST	¥5,800 (£30)



POKÉMON COLOSSEUM



Not so cute and fluffy now... Nintendo's monster crew grows up in style.



△ **A showdown in the doctor's waiting room – not what you need when you've just popped in to get your boils lanced, is it? That's plain rude.**

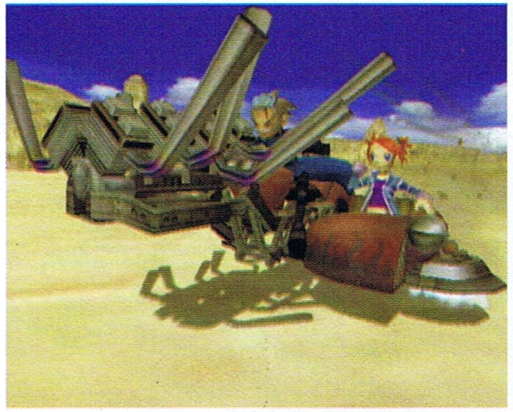
All a bit 'old hat' these days? GBA version wasn't what you'd hoped for? And who really gives a stuff about Pikachu any more? Honestly? *Pokémon* is the game franchise that refuses to grow up, offering exactly the same experience and storyline time after time. Fun, but not the place to go if you want surprises.

At least, that's what we assumed until we got to grips with the Japanese version of *Pokémon Colosseum* – at long last, a proper 3D RPG that makes a genuine attempt to shake up the *Pokémon* world. And it's much better than we ever expected. For starters, the storyline is far removed from the GBA versions. You don't have to run around in the long grass searching for random monsters to nurture, there's no equivalent of Professor Oak dishing out cute

POKÉMON COLOSSEUM

Monster RPG in 3D on Gamecube!

△ Chuck balls to catch monsters. Your target gets sucked up in a crackle of magical energy (aka electricity).



△ It's the all-new Pokémobile. Certainly beats a creaky old BMX or a skateboard, but you don't get to control it.



△ Lumpy, vaguely disturbing, semi-humanoid sumo monster – I choose you! Then I'm going to flip you over in glorious 3D and inspect your back passage, you cuddly little beggar.



△ "Who are you people? What do you want? I certainly didn't invite you into my bedroom, so get the hell out of here before I call the Poképolice."



△ Antmuseee-ic-ic-ic-ic-ic!



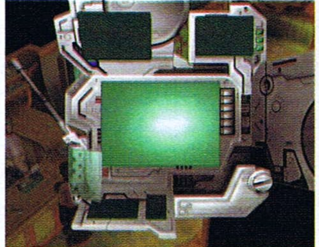
△ Buying knives and glue at the shop.



△ Nip down to the fortune teller's gaff for spookily accurate learns.

POKÉMON DIGITAL ASSISTANT

Pokédex? Pah! And that Poké Gear is soooo last year…



The PDA is your one-stop information database for organising your monsters and items. Yeah, so it doesn't really do anything new, but it unfolds into the screen in a really nifty sort of way.



As well as boring stuff like receiving email messages from characters in the RPG, you can use it to check out your monsters and listen to the pleasant noises they make. This one goes 'Rr-oo'.



Then you can have a look at them in 3D, spin them around a bit, zoom in (and out too), and wonder why Nintendo didn't make the models that much more detailed than in Pokémon Stadium.



You can also see how big they are compared to a human. We reckon we could take this one, no problem.

QUICK START GUIDE

It looks like a bit of a Jap text nightmare, doesn't it? But if you've played Pokémon before you should be able to guess the basics. Here are a few pointers…

HOW TO… CATCH A MONSTER



First up, you have to wait for your female companion (Girly in our game) to sense a Dark Pokémon. Well spotted, lass.

After whittling away at its Health, go to the item menu and choose one of your monster balls. Here they are.

Then you get to see a cool animation of your bloke lobbing the ball, and the monster getting sucked up inside it.

If you're lucky you'll catch the monster first time. Otherwise just keep chucking more balls until you're successful.

HOW TO… LEVEL UP YOUR DARK POKÉMON



Get yourself down to the Cerebi shrine underneath Ageto Village, and take a monster that has cleared its Darkness bar.

Press the A-button at the shrine to activate it, then select the cleared Dark Pokémon you want to fix up.

With a flash of psychic magic, the final Darkness is lifted from your Pokémon and it gets all its experience in one big go.

Now it's just an ordinary monster, and you can do all the usual stuff like renaming it. Fair warms the cockles.

HOW TO… FIND THE FIRST SHADOW BOSS



He's holed in in Paira Town, but what you need to do to activate his storyline is open this bookcase in Ginzaru's house.

After visiting the windmill house where a guy is knocked cold on the floor, collect this cog from the construction site.

Then it's back to Paira Town for an incredibly long series of battles against other trainers. Stock up on potions.

And at the end of this sequence, right at the back of the caves, there he is, dancing like a loon with his Ludicolos.

HOW TO… REACH THE SACRED FOREST



This is underneath Ageto Village, but first you need to visit Girly's grandparents. They live in the big tree trunk house.

After the cut-scene where old grandpa rushes out of the house, go down the narrow path by the Pokémon Centre.

The path to the forest shrine is blocked by a few rival trainers, but they're easily taken care of. You're nearly there.

Save the old dude and his Pikachu from getting beaten up by a Shadow Ranger. Now you can visit the forest any time.



An actual, genuine Pokémon in the process of getting its Darkness removed. Yipes!

DARKNESS BEGONE

Much like the loathsome novelty pop group, Darkness is a Very Bad Thing. Rid your Pokémon of this evil curse right away!

That there is actual Darkness seeping out of our monster. Oooooh!

He gained seven levels after we did this, and stopped being quite so evil.

In fact the whole exercise was so successful we decided to try it on all our qualified monsters. Remember, you can't heal your beasts until they've battled enough to get this far.



"Steal monsters from other trainers"



△ **This is the entrance to Battle Mountain – a big mountain of battles.**



△ **Here we have a colourful hotel, where we were charged 100 coins for absolutely nothing of interest.**

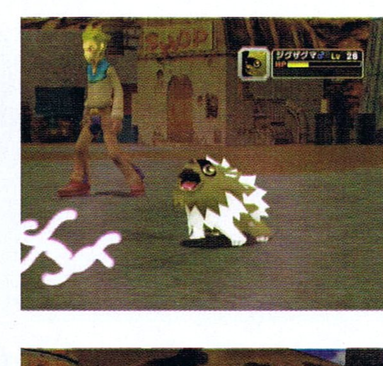




△ **One monster safely sucked up into its solitary prison cell – sorry, its new home.**

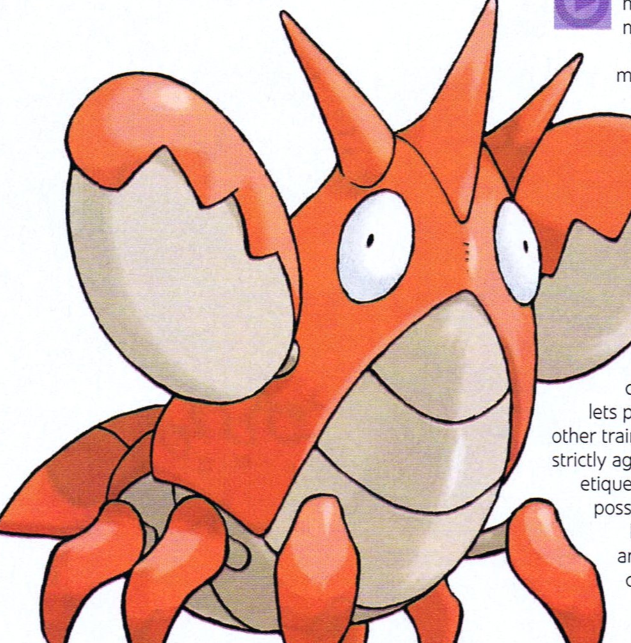


△ **Our monster looks remarkably unfazed by the swarm of pink worms coughed all over it by a horrible little diseased yappy dog thing. Seconds later the fur really started to fly.**





△ **A bit of an evil attack coming up here. This may very well backfire in our face.**



animals to the kids, and you most certainly don't live in your mother's house.

You play somebody who's more like a Pokémon outlaw – a bit of a rogue, but with a heart of gold underneath it all. We're guessing a little here, since much of the Japanese text was beyond our translation, but you know the type. You're up against bad guys who have developed something called a Snatch Machine, which lets people steal monsters from other trainers during a battle. That's strictly against the rules of Pokémon etiquette and has never been possible in previous games.

Naturally you can't just sit back and allow this rudeness to continue unchecked, so you pay a visit to the evil chaps, plant a bomb in their HQ, and escape into the vast desert with a Snatch Machine of your own, within the space of the opening cut-scene.

Then there are these things called Dark Pokémon – monsters that have closed their hearts to human trainers thanks to a mysterious infection of dark energy. Few people can tell them apart from normal Pokémon, and you're fortunate enough to meet one such psychic girl shortly after escaping from the bad guys.

QUESTING QUESTIONS

Before long you're using the Snatch Machine to rescue Dark Pokémon, battling trainer after trainer to prove your worth, and generally doing good deeds as you travel between remote settlements via brief cut-scenes and a one-wheeled motorbike.

At least 80% of your time will be spent fighting other trainers, which is pretty much the way things are in all



GETTING CONNECTED

Because only one person can have Pokémon data recorded on the memory card supplied with the game, you'll need to use GBAs if you want to battle your friends' monster collections. Player one can use the Gamecube controller, and the others (up to three of them) must play via the GBA, with a Pokémon Ruby or Sapphire cartridge (Japanese editions only) inserted.



△ This little fella took down a level 50 Pikachu in one move. Don't mess.



△ Nice shadows in the animal fighting pit.



△ Hmm, there must be something good in here.



△ Pika-pika-pika-chuuu! This one was a wuss.



△ He's a big man but he plays with kids.



MAD MAX

Check out the intro sequence – looks like Pokémon has gone a bit Beyond Thunderdome, with a vast desert dotted with ramshackle outposts and the occasional oasis. Somebody must have nuked the old Kanto world for it to end up like this.







the previous *Pokémon* titles when you consider the amount of time given over to catching wild monsters. Here there are only just over 50 Dark Pokémon to collect in the RPG, so the fighting side of things has been beefed up with new layers of strategy. The old scissors-paper-stone principles still apply, with water monsters effective against fire types, fire beating grass and so on, but the unpredictable nature of the Dark attacks adds something different.

When you first catch a new Dark Pokémon it only knows one type of super-powerful attack that can easily backfire. To get it to learn anything else you need to keep using it in battle until its darkness has been erased – it gets one new technique for each portion of darkness you manage to remove.

But battling won't make it level up until it gets healed at a specific point in the game, and the opponents just keep getting stronger. Eventually you'll be forced to use low-level Pokémon against vastly superior opponents, teaming them with the best possible partners so they survive long enough to clear a little more darkness.

It's a very good system in a very good RPG. We were a bit put off at first when we learned that there wasn't actually all that much exploring and adventuring to do, but much as we would have enjoyed roaming the desert, *Zelda*-style,

> **"DARK POKÉMON HAVE CLOSED THEIR HEARTS TO HUMANS THANKS TO A MYSTERIOUS INFECTION OF DARK ENERGY"**



LOVE POKÉ

Here's a nice reference to the previous games. When your monsters are feeling poorly, taking them to a Poké Centre cures them – complete with the original GB version music chimes.

"A dauntingly comprehensive battle sim"

SACK GIRL

You meet your lady companion at the second stop-off in the game. Some ruffians have tied her up in a sack, so you'd better rescue her before they dump her in the canal or whatever. For this act of kindness the poor girl will be eternally grateful.



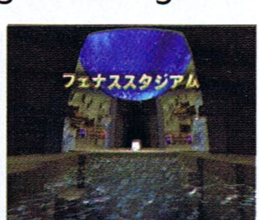
△ Inside Battle Mountain you get to fight trainer after trainer as you make your way to the top. It's an arduous journey but there's no other way to do it, thanks to the snipers and landmines positioned around the public footpath outside.

BATTLE MODE

Like cuddly badger-baiting...



If you don't have the Jap GBA game, you can borrow monsters.



Fights take place in the arena, before a blood-crazed crowd.



It's your big chance to see new monsters battle in glorious 3D.



You can choose from many rule variations, such as One-On-One.



△ You don't get to see your monster getting stuck in. You see the attack...



△ ...Followed by the result. Saves watching them tear strips off each other.



rather than being transported around in cut-scenes, it's still satisfying to play.

The locations are excellent, and really look like the last places you'd ever have expected to see in a *Pokémon* game. At the same time it's familiar enough to retain the classic *Pokémon* feel.

The RPG mode should take you at least 20 hours to play through if you just blast through the Japanese version like we did, and a fair bit longer if you spend the time needed to raise every available monster.

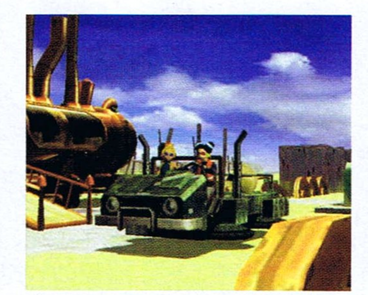
And there's a whole lot more for owners of the GBA *Ruby* and *Sapphire* games. The Colosseum Battle mode is where most of the long-term bulk of the game resides, being a dauntingly comprehensive battle sim that encompasses every conceivable combination of rules.

If you don't have a large collection of monsters on a Japanese GBA cartridge

POKÉMON COLOSSEUM

Monster RPG in 3D on Gamecube!

△ Send out a fresh creature to replace one that totally got its stuffing knocked out. There's no way back without some sort of revival potion.



△ This hover truck sounds like a 1985 Ford Transit van. It's a bit knackered.



△ Ouch! Ouch! Owww, stop that right now please. Ow! Ouch! Gettoff! Oww!



△ We've made the morning news again! Excellent.

△ Don't make me sic my Bayleef on you, suckas.



TEAM SHADOW

The bad guys aren't the most threatening villains we've ever encountered. They give a senior role in their organisation to a man with a Poké Ball afro hairdo, and many of the trainers trusted with guarding their hideouts use some laughably feeble monsters – ever been savaged by an angry Magikarp?



△ Pichu delivers an electrical roasting. Very impressive, I'll yellow mouse.

(European ones can't be used with an imported copy of *Pokémon Colosseum*), you can borrow a random selection of level 50 Pokémon to play against the computer, or grab the ones you've been training in the RPG. Then you can play one-off battles against computer trainers, or enter any of the challenges and tournaments you're eligible for (some have specific qualifying conditions).

Battles won here earn you special coupons which can be traded for bonus items in the RPG, but the real purpose of the Battle mode is to test your army of Pokémon gathered in the GBA games against up to three of your friends.

It's certainly the most spectacular way to settle all those arguments about whether my Latios could have your Latias, and there are loads of options you don't get in the GBA version that can even things out if somebody has a menagerie that's 20 levels too good for a fair battle. You do need sufficient GBA-GC link cables to get the thing working, but we can be fairly sure that absolutely everyone who buys this game will also own a GBA. It seems certain to become the most popular link-up title.

The problem of how to find the 180+ monsters that can't be caught in the GBA games may be resolved here, at least partially. The monsters you get in the RPG mode are from the National Pokédex list of absentees, and we suspect that there's a way to transfer them back into the GBA. We haven't been able to test this yet, since we haven't got far enough in our Japanese GBA copy of *Sapphire*. No doubt everything will become a great deal clearer when the game is released over here in March, and we'll adjust the final score accordingly.

Anyway, as an import it's a great taster of what's to come in the UK version, and probably worth a crack if you're a persistent enough *Pokémon* fan. Thank Pikachu for that.

MARTIN KITTS

"THE MOST SPECTACULAR WAY TO SETTLE ALL THOSE ARGUMENTS ABOUT WHETHER MY LATIOS COULD HAVE YOUR LATIAS"



IMPORT UNFRIENDLY

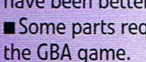
Apart from the obvious difficulty of playing a text-heavy Japanese RPG when you don't understand a great deal of the language, this one has memory card problems when used on a UK Gamecube with a Freeloader disc. It keeps asking to reformat the card when you turn on the machine, which will turn your lovely new see-through Japanese card into an English one. And wipe your data too. Use a real Japanese Gamecube.



- Finally, a Pokémon RPG in proper 3D.
- Stylish locations.
- Big Battle mode.



- Graphics could have been better.
- Some parts require the GBA game.





IF YOU LIKE THIS...

Lost Kingdoms 2
Activision
NGC/81 87%
Top-notch card battles with monsters and all that sort of malarkey. Great fun.



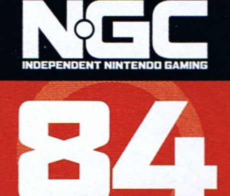
7 VISUALS
Great environments, but some monsters aren't too hot.

8 SOUNDS
Decent music that echoes the old *Pokémon* themes.

8 MASTERY
Deceptively deep combat and strategy for hardcore fans.

9 LIFESPAN
A hefty RPG plus a massive expansion for the GBA game.

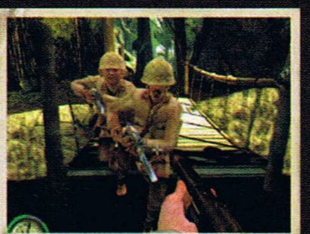
VERDICT
It's *Pokémon* in 3D, and you don't have to be ashamed of liking it if you're over 12 years old. How's that for a pleasant result?



NGC INDEPENDENT NINTENDO GAMING

84



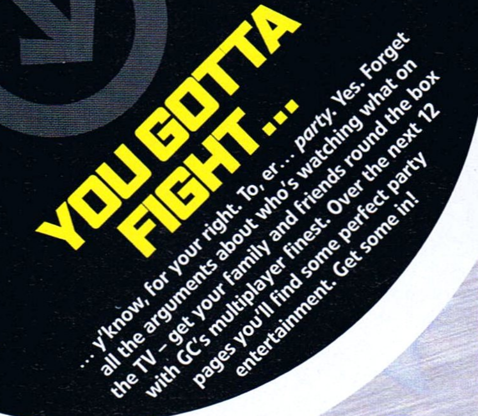








Connect the Game Boy Advance™ to the NINTENDO GAMECUBE™ for an interactive strategy guide to game levels ahead.




△ This is a great game – outrun the whirlwind by flapping your sticks. Yes.


△ Catching ice cream as it falls from the sky, just like in the real world. Or Frome, at least.


△ A test of nerves, this – turn the torch on the Chomp to freeze it at the last minute.

MARIO PARTY 5



PUBLISHER	NINTENDO
DEVELOPER	HUDSON
RELEASE DATE	OUT NOW
PLAYERS	1-4
MEMORY CARD PAGES	5
GBA LINK-UP	NO
SURROUND SOUND	YES
WIDESCREEN	NO
COST	£40



There ain't no party like a – (*Snip! You're fired* – Reviews Ed.)




△ Some games – like this one – require little more than button-bashing.


Nintendo sure know how to make things well. Whatever they turn their white-gloved hands of fun-improvingness to, they make better. We noted this way back in issue 27 when we reviewed the original *Mario Party* on the N64, and it stands as true today as it ever did. But having created the world's best boardgame in *Mario Party*, Nintendo and developers Hudson seem to have been stumped as to how to take the series forward from that point.

This apparent confusion culminated in last year's all-time low of *Mario Party 4*, a decent enough but frustratingly ill-thought-out slice of dice-rolling. Presumably having taken stock of that game's uninspired boards, random monkey-junctions and variable minigames, the final month of 2003 sees a re-invigorated *Party* started – the good news is that *Mario Party 5* is the best *Mario Party* since series high-point *Mario Party 2*.

The bad news is that, well, if you still don't fancy playing a board game on your Gamecube, this new one is going to be just as lacking in appeal as all the others were.

But no matter what your gaming tastes, you can't deny that this is tremendous multiplayer fun. Sure, it's not quite the hectic, shout-at-your-mates powersliding treat that is *Mario*

> **"GET THREE LIKE-MINDED FRIENDS TOGETHER AND AN EVENING OF DELIGHT AWAITS"**



You've gotta fight for your right to… collect Stars

PLAYTIME

Each turn ends in a minigame, which can be a four-player free-for-all, three-versus-one, or a two-versus-two team-up. There are 70 to uncover.







PARTYGOERS

You play as some of Nintendo's most popular mascots, even Boo. Donkey Kong is a board feature this time.

PLAYFUL PELLETS

Capsule dispensers take the place of item shops, doling out capsules for free. There are 28 types of capsule – each has a different effect on the game.



YOU'RE A STAR

Your aim is to collect Stars, but first you need coins to buy them with. You can get coins in many ways, winning minigames being the most obvious.





Select
Enter
Map

SEAT ON THE BOARD

There are six boards to play on in Mario Party 5 *and they're all in new-fangled 3D, which makes them instantly 100 times better than the flat, symmetrical boredom-fests found in* Mario Party 4. *They're chock full of animated characters and objects too, and they're themed around 'dreams'.*

Kart or the balletic, brutal beauty of *Soul Calibur* or *Smash Bros*, but get three like-minded friends or relatives together and an evening of delight awaits.

ALL A BOARD

The basics are this: this really *is* a boardgame on your Gamecube. You roll a die at the start of your turn and your character then moves the required number of spaces. The aim is to collect Stars; one is placed randomly on the board and sits there until someone nabs it, then another Star appears on a random square, and so on.

Collecting coins adds a layer of complexity as you'll need to buy the Stars when you find them, otherwise you have to go round the board again.

You earn coins in many ways, including by winning minigames, which are played at the end of each turn and involve all four players. But you can steal coins and Stars from other players after certain events or by using capsules. Sounds complicated? It's not in practice, but admittedly there's a lot going on and it is initially a lot to take in.

All of the *Mario Parties* so far have featured slight variations on the concept. *Mario Party 4*, for instance, relied heavily on Mini and Mega Mushrooms, which shrank you and added dice rolls respectively.

In part five, the gimmick is capsules, and it's one that we heartily approve of, with only a couple of reservations. Instead of Item Shop squares, where you can buy items that have an effect on the game (such as stealing a player's coins), capsule dispensers are liberally sprinkled around each board. Pass one and you're given a capsule for free.

CAP YO' ASS

Capsules contain items, basically, and there are 28 different types. They range from the basic (Mushrooms, as before, add a die to your movement) to the



CHIMP'S TEA PARTY

Donkey Kong is off the team this time around (we always used to make him a CPU-controlled character anyway). The tie-wearing ape has become a Bowser-like board-feature, although he's rather more helpful than Mario's scaly nemesis usually is. Land on his space and you might get a DK-specific minigame or roulette-style chances to win a Star or coins. Nice fellow. For a flea-bitten monkey.



BONUS TIME

Bonus mode contains three brilliant multiplayer games almost as an afterthought – a card game, ice hockey and some excellent beach volleyball.



"All manner of grudge-holding and drama"

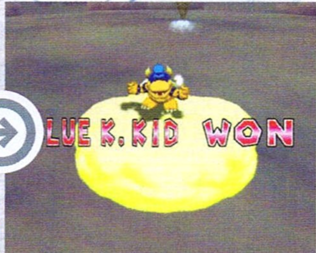
TALE END

Story mode offers more single-player substance than previous Mario Parties. It sees you playing against the three Koopa Kids, working your way across the boards, and the aim is to get rid of their coins. When you meet them, you duel via a minigame.







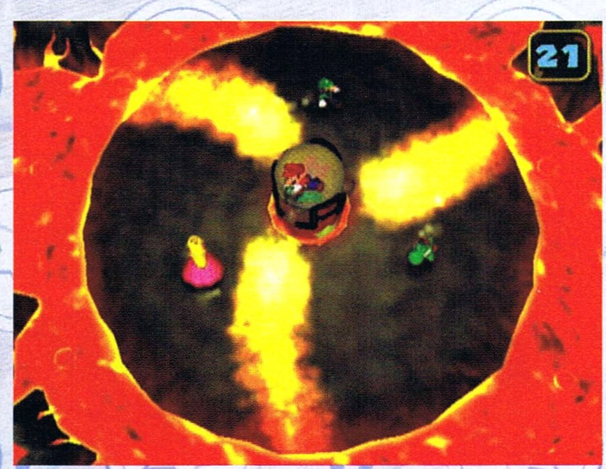




Flatiator – a thing of wonder. Squash the three other players using the honking great ball.



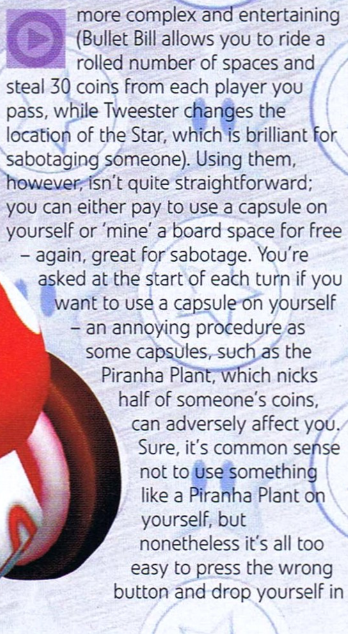
More Flatiator action. There's quite a few three-on-one games.



Spin the flames and roast your chums. It's all meant to be a bit of fun.







more complex and entertaining (Bullet Bill allows you to ride a rolled number of spaces and steal 30 coins from each player you pass, while Tweester changes the location of the Star, which is brilliant for sabotaging someone). Using them, however, isn't quite straightforward; you can either pay to use a capsule on yourself or 'mine' a board space for free – again, great for sabotage. You're asked at the start of each turn if you want to use a capsule on yourself – an annoying procedure as some capsules, such as the Piranha Plant, which nicks half of someone's coins, can adversely affect you. Sure, it's common sense not to use something like a Piranha Plant on yourself, but nonetheless it's all too easy to press the wrong button and drop yourself in the dwang thanks to this slightly confusing set-up.

The upshot of the capsule system is that each game, on balance, sees much more happening. It's easy to collect capsules and, along with the other events on the board ('?' spaces trigger events, Bowser spaces cause adverse happenings, DK spaces offer a chance to win coins and stars – and bananas) this makes for a much more lively game. The capsule system also means that a given player's fortunes in the game now wax and wane with greater regularity, which causes all manner of grudge-holding and drama when Stars and coins are stolen. A bit of in-fighting is a good thing, in our books. However, it can slow the game down rather a lot – and this is one of *Mario Party 5's* biggest drawbacks.

Frustratingly, you just can't skip text that you've seen a thousand times. Given the commonplace nature of the capsule dispensers, this means you've



ENDGAME

Grumpy fat dinosaur-thing Bowser pops up just before the last five turns to cause, predictably, mischief and mayhem, making one of five things happen. One issue we have with the game is that it can drag, and when Bowser turns every space into a capsule event the game goes really very slowly. It makes for some hugely entertaining final turns, mind, but it's time-consuming.



Future Dream is one of the more complicated boards and no mistake.



Don't like board games? Then there's something wrong with you.



Some of the capsules offer longer-term effects. Think ahead, readers.

SUPER 70

Our favourite four minigames in the wonderful world of Mario Party 5.


Tube It Or Lose It is ace. Use your spikes to pop your opponents' inner-tubes as you hurl down a mountain. Spiteful fun.


Mario Mechs sees one player in a giant robot and the other three in little gun-scooters. Shoot each other, basically.


Squared Away has one player as a tiny agile block rolling around, while the other, slow-moving, blocks try to squash him.


Leaf Leap is incredibly simple but plenty of fun. You need to be the first one to get to the top of the beanstalk.


Mario Party 5 **is a *Mario Party* to be proud of. It's good multiplayer fun.**


Luigi, just moments after teleporting. That's just typical, isn't it? Tsk. Oh, Luigi.

got to sit through the rigmarole of going through the same conversations and text again and again. It bogs the game down, a terrible thing when all you want to do is get to the next minigame, and it's not helped by other irksome oversights.

Why, for instance, can we not speed up or skip the CPU player's movements and activities? Plus the constant use of items eats up time, and every time you 'mine' a space in the board you get the same animation. There's no facility for time-saving here and that's really quite annoying.

MOAN ALONE

The other big problem with the game is that it's not made for the single player. Playing a board game by yourself is, as you'd expect, brain-dribblingly tedious; with three friends it's great fun.

That said, greater strides have been taken this year to make the game somewhat more appealing for the lone partier, and the Story mode is well worth an occasional dip, seeing you chasing Koopa Kids around the boards and duelling with them for coins. But it's still not going to distract you from *Mario Kart* time-trialling or visiting Tallon IV for the umpteenth time.

What *will* bring you back to the game is the minigames. Despite what Nintendo say, they're not all-new, as some are obvious refits of familiar faces, but the majority of them are fresh, and they've reached even greater heights of sophistication than before. One too many rely on pure chance – such as the name of a boat determining its performance – but when the minigames are good, they're *great*. Flatiator's ball-rolling, Mario-squashing shenanigans are a hoot, and fighting against hundreds of Pushy Penguins is absolutely hilarious.

Throw in some six superbly-designed boards, all in delightful 3D, and extra multiplayer games in the Bonus mode and you've got a compelling reason to trade in *Mario Party 4*. Yes, you're perhaps best off saving your pennies if no-one is going to play this with you, but if you're expecting a house full of people for the holidays, this should give you the Christmas knees-up that everybody hopes for. *Mario Party 6* is going to have to go some way to better this…

MARCUS HAWKINS

> **"IF YOU'RE EXPECTING A HOUSE FULL OF PEOPLE, THIS'LL GIVE YOU A CHRISTMAS KNEES-UP"**



FAT LADY SINGS

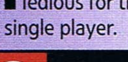
Thankfully one of our favourite bits of Mario Party still survives. At the end of the game bonus Stars are doled out for things like who got the most coins at any one time, or who landed on the most Happening spaces, that kind of thing. It can really turn the tide of the game, so some might see it as unfair, but we love it as it only adds to the game's hideous cruelty. You also get a nice graph showing your stars-over-time ratio. Aaah.



- Mostly excellent minigames.
- Long-lived multiplayer fun.

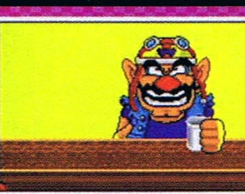


- Can take ages.
- Requires friends.
- Tedious for the single player.




IF YOU LIKE THIS…

Wario Ware (GBA)
Nintendo
NGC/82 90%
Yes, it's a GBA game but it's full of minigames and more suited to the single player.



7 VISUALS
An improvement over last year, but still basic in places.

6 SOUNDS
Jaunty music, voice samples and loads of sound effects.

5 MASTERY
It's a boardgame. On your Gamecube. Not a technology-pusher.

7 LIFESPAN
With enough *Party*-lovin' friends this'll fill many an evening.

VERDICT

A brilliant multiplayer package, and definitely one of the best *Mario Parties* yet. Steer clear of this one if you want a single-player game, though.



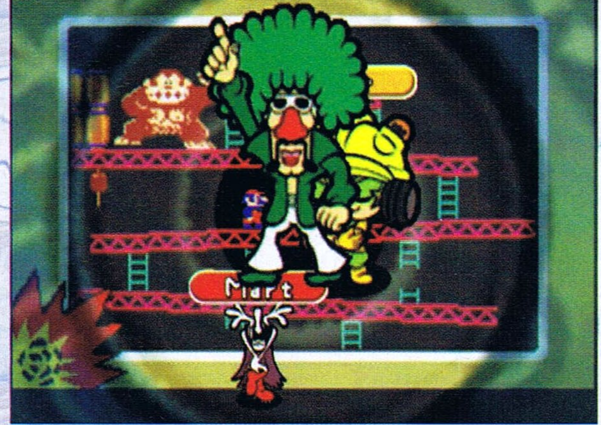


DID YOU KNOW? The original *Mario Party* featured palm-shredding analogue stick-twirling minigames. Nintendo sent out 'safety gloves' to gamers as compensation.

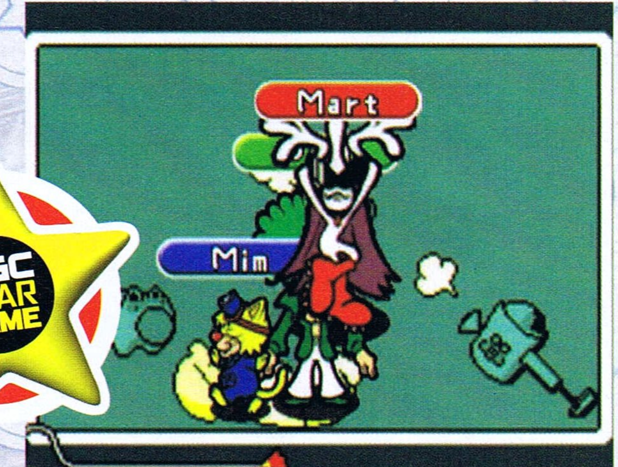
"Like a shot of absinthe in your grandma's medicinal Christmas sherry"



△ Watch your character busting some funky moves on the dance floor, then do a bit of minigame action. Sometimes the spotlight highlights one character, at others all four. You lose members of your audience if you fail a task.



△ The B-button makes your character swell up to giant size, specifically for getting in the way of the other player's view.



△ The bite-the-baby game – but where's the mosquito? And the baby? Hey, at least we've still got a Mim. You can never have enough Mims.

NGC STAR GAME

ATSUMARE!! MADE IN WARIO

NGC MAGAZINE PARTY GAME SPECIAL!

Played the GBA version? Time to dust down your maddest 'skillz' and look at *Wario Ware* in a new light…

INFO BURST

PUBLISHER	NINTENDO
DEVELOPER	NINTENDO
RELEASE DATE	OUT NOW (JAP)
PLAYERS	1-4
MEMORY CARD PAGES	8
GBA LINK-UP	YES
SURROUND SOUND	NO
WIDESCREEN	NO
COST	¥3800 (£20)



If *Mario Party* is just a little too tame and predictable for the kind of party you're planning, you'll be wanting to get your hands on a copy of arguably the craziest thing ever to roll off Nintendo's none-too-sane production line.

Atsumare livens things up like a shot of absinthe in your grandma's medicinal Christmas sherry. It's a psychedelic, laugh-a-minute party game that takes one of the best Game Boy titles, *Made In Wario* (aka *Wario Ware*) and adds the one thing it was really missing – a dose of madcap four-player lunacy.

Like the portable original, it's a collection of more than 200 tiny games that take barely three seconds each to play. Blink and you'll miss them. They're concentrated essence of Nintendo, featuring basic gameplay concepts distilled into a tap on the A-button or a moment of D-pad dexterity.

Legend of Zelda is in there, condensed into a simple race to enter the doorway to a dungeon. *F-Zero* becomes a couple of heartbeats' worth of dodging the traffic. *Super Mario Bros* gives you a few wandering Goombas to flatten, and that's your lot.

Loads of other Nintendo oldies pop up, including Virtual Boy games and toys from the days from before the company made videogames.

Then there are specially-created challenges such as shoving a finger up a nostril (how Wario can you get?) or threading a needle while deranged, disembodied voices whisper in the background. One game sees you tapping the D-pad to cover Wario's bulging belly with a too-tight T-shirt. Another involves pressing the button to shake paws with a friendly dog – miss and it starts crying.

WARE AWAY

It goes on and on, with games divided up into vague genres, and nothing other than the occasional boss round lasting longer than the time it takes to look at the screen and guess what you're supposed to be doing.

WHITE MEN CAN'T JUMP

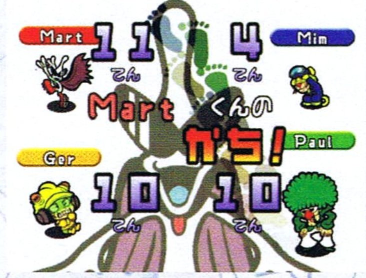
Here we see the takey-turny skipping game we like to call Skipping One After The Other So Everyone Gets A Turn. You can have loads of players if you want, but you'll need a Wavebird or a well-organised queuing system because you have to pass the controller to the next player after taking a jump. Here we see Mr Jes, about to fail on his first go.



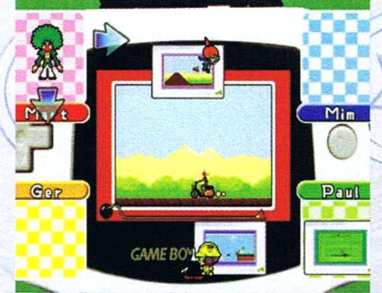
△ Even watering the flowers becomes a tricky task with so much mayhem on the screen.

ATSUMARE!!

Banzai! Wave bye-bye to your sanity…



△ Ha ha, Kittsy wins again. Come on guys, try to put a little effort into it won't you?



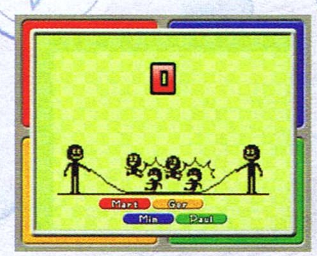
△ Hands off my cards, you thieving sods. Just the kind of back-stabbing I expected.



△ The beatbox counts down 15 minigames. Try to finish as many as you can!

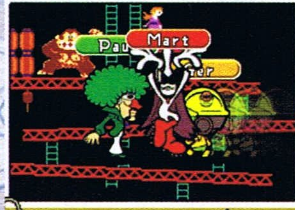
INSANE IN THE MEMBRANE

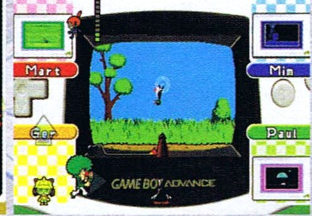
Some of our favourite party moments so far…











MIRIAM MESSES UP

And, to be fair, so does Paul. But pressing the A-button in time to a skipping rope is a very tricky skill. Scoring zero is nothing to be ashamed of. Really, it isn't. Awww…

PAUL POSES

Pretending to read Japanese, we told him that the crazy doctor was telling him to play while attempting to bite his own ear and bounce an invisible basketball. How we laughed.

PANIC STATIONS

You wouldn't believe how tricky a simple minigame becomes when the balloon is about to burst, the screen flashes red, and everybody is cackling as they hammer the A-button.

SPECIAL CRUELTY

How is anybody supposed to make Mario jump over a barrel when the crucial part of the screen is obscured by the other players? You could be kind, and move aside… As if.

SNATCH AND GRAB

Completely pointless, given the way this mode dishes out the cards, but it really rattles the person in the hot seat if you start nicking his cards while he's busy playing.

All the main games from the Game Boy version are included, which is why it's so dirt cheap (the equivalent of just £20) in Japan. You can even play it in the same sort of way, except this time everything is already unlocked from the start. If you're incredibly patient and don't have a lot else to do with your time, you can also play the 200-odd games for high-score rosettes all over again. Since this took an unreasonable amount of tedious effort in the original, we have to admit we haven't had the heart to slog through it again.

There are plenty of other single-player modes to be getting on with while you wait for your friends to show up for the party, but all the best stuff is reserved for the times when you've got as many players as possible gathered around the TV.

With four people competing, the game has a completely different sort of pace. There's a selection of multiplayer modes that manage to get everybody involved, even when only one person is playing a minigame.

First up is a dancing mode, where all four characters strut their stuff and get picked out



"BASIC GAMEPLAY CONCEPTS DISTILLED INTO A WELL-PLACED TAP ON THE A-BUTTON OR A MOMENT OF D-PAD DEXTERITY"



CHARACTERS

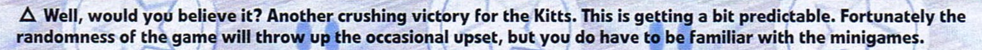
You can choose from the eight characters featured in the GBA game, including the mighty Wario and those charming taxi drivers Dribble and Spitz. There's no real advantage to be gained from any particular choice, other than some of them being slightly bigger and therefore better at obscuring the screen during one or two of the game modes.



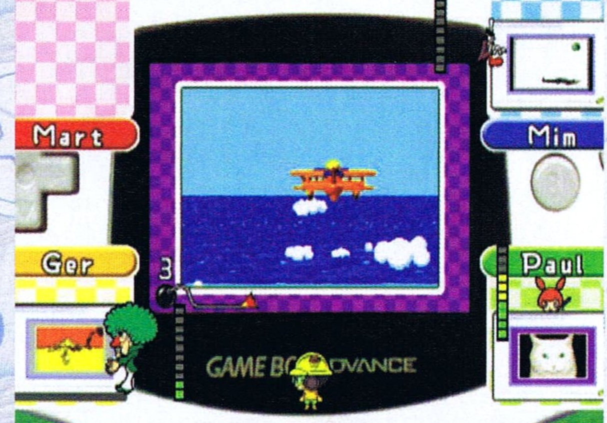
△ While one person plays a selection of minigames, the others enjoy a spot of rampant card thievery. It's all good, clean fun.

"Hypnotically, mind-blowingly brilliant"





△ Well, would you believe it? Another crushing victory for the Kitts. This is getting a bit predictable. Fortunately the randomness of the game will throw up the occasional upset, but you do have to be familiar with the minigames.



△ You don't get to choose your own games in this mode.



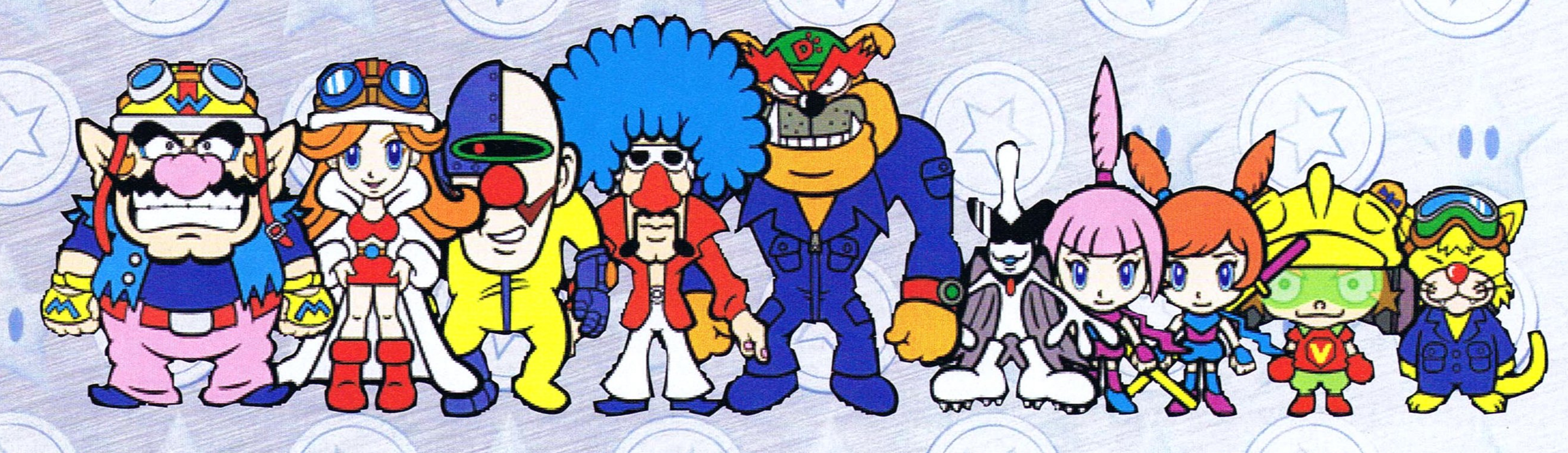


△ Find the lovely lady in a sack, and stop the clock at five seconds.





△ On the left we have the fine game of avoiding a large rabbit with a globe for a head. On the right, smashing up a room to find treasure.



by a spotlight for a quick blast of solo gaming. Mess it up and your audience ebbs away until you're kicked off the dance floor and reduced to roaming the screen, obstructing the other players' view. Good practice for the next mode, which is all about trying to complete 15 quick games with all the other players co-ordinating their efforts to get in your way at the crucial moment. After that, the multiplayer games become a little bit more elaborate. There's a mode where each player takes turns at extra-fast minigames, while the others wait in line and hammer at the A-button to inflate a giant balloon. Complete the game and you take your place at the back of the queue. Succumb to the increasing pressure and you might be the unlucky one playing when the balloon explodes, in which case your character gets catapulted into the sky and you are declared the loser. The next mode is a sort of board game. Players take turns to select cards representing various minigames, and the one who picks up the special E-Reader card has to play through the lot in order to add them to his own pile. Meanwhile, the other players scamper around the board, stealing cards from other piles. At the end of it all, the one with the biggest pile of cards wins.

There's an othello-style mode, with minigames used to decide who gets to place coloured counters on the board. Fun, but nothing like as good as the next one, which has most of the few games not previously seen on the GBA.

PLAYERS HAVE TO BALANCE ON TEETERING PILES OF UPTURNED TORTOISES... EVENTUALLY THE PILES GET TOO BIG TO STAND ON



IMPORT WARNING

Anyone looking to import this little beauty for use with a UK Gamecube and Freeloader, be warned. The game loads just fine but saving your progress doesn't appear to be possible and memory card reformatting is an everyday hazard. You'll need to start playing from the beginning every time you load up.

SHELL FOR LEATHER

The turtle-balancing mode is the best one of the lot, mainly because it gets everybody playing at the same time. Four players take part in an all-new, simultaneous minigame, and the winner then gets to play one regular game on his own. If he's successful then the other players have to balance on



Three players failed the minigame. Only one (guess which one) managed to avoid humiliation.



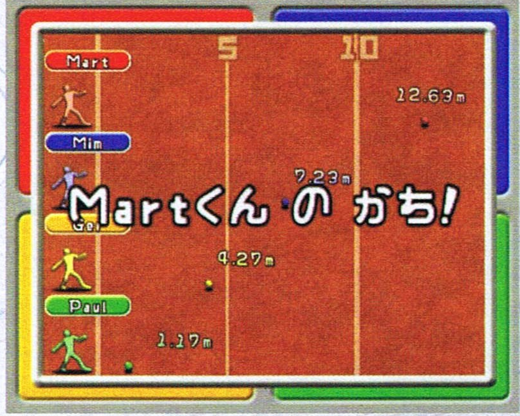
If you fall off your teetering turtle tower at the start you can spend the rest of the game causing mischief.



GOOD GRIEF

This is what we can only refer to as the Paraplegic Judo Challenge. Four players start in the four corners of a judo mat, and gentle rhythmic taps on the A-button make them drag themselves towards the cup in the centre. Tap too fast and your fingers lose their grip on the mat; too slow and you won't make it to the cup before somebody else slithers over and grabs it.





Mess this one up and you throw the ball backwards.







Geraint-kun proved to be the best at smashing things.

teetering piles of upturned tortoises, while five seconds of appropriately scary fairground music plays.

Eventually the tortoise piles grow too big to stand on, and anyone who falls to the floor gets turned into a tortoise himself. The ultimate victor is the last one standing.

But early topplers can make life extra difficult for somebody, by wandering around and subtly nudging the tortoise piles, upsetting your balance.

It's hypnotically, mind-blowingly brilliant, and something we've got an awful lot of mileage out of here in the **NGC** office. The simultaneous four-player games, including cat-tormenting, picking the J-pop idol from among sacks full of men, and running in fear from a dancing monster while trapped in a vice, are random enough to ensure that the same person doesn't keep winning every time – nice and democratic, the only way you're going to get non-hardcore gamers (like your absinthed grandma) to like it.

WARIO PARTY

Apart from one game where the other players are supposed to rate you for holding body poses while playing, everything is totally accessible. That one's all in Japanese, see?

You get co-operative games, such as team-based skipping, and competitive ones like a split-screen race adapted from the original game's excellent paper plane mode.

As is the Nintendo way at the moment, there's even a humorous little dig at their own expense. In one of the last modes you play mini-games on an old-style GBA in eye-strainingly poor light, and it's up to the other players to shine small torch beams on the crucial parts of the screen so you can see what's going on.

And if you ever want to get more than four players involved, there's a special skipping mode for as many people as you can fit in the room – you take one jump then pass the Wavebird on, and so on until everybody trips up or collapses laughing.

Atsumare has got the lot, and if you haven't already seen most of the single-player stuff in the GBA version then you can add that to the list as well.

Some misguided souls might complain about the GBA-standard graphics, but this is the purest, simplest game you'll ever see on Gamecube. Pray the powers that be see fit to release it here, and at such a reasonable price too. It's fantastic.

MARTIN KITTS



CAN YOU TELL WHAT IT IS YET?

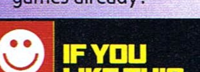
The genuinely challenging game of shining spotlights on the GBA screen to reveal the important parts before the player takes a beating in the dark. At least one participant will need a very good knowledge of the minigames, or else nobody will know whereabouts to shine their lights.



- Anyone can play.
- Ridiculous and mad.
- Very funny.
- Will last for ages.



- Not as good as the GBA for solo play.
- Seen most of the games already?



IF YOU LIKE THIS...

Mario Party 5
Nintendo
NGC/89 80%
Not quite as mad or good, but at least you know you can play it right now on a UK Gamecube.



6 VISUALS
Strictly functional but nicely done and some are certainly very memorable.

8 SOUNDS
Sounds the same as it looks and plays, which is to say frantic and weird.

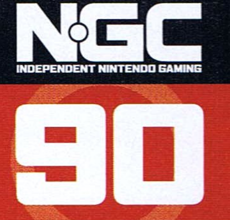
8 MASTERY
It's Nintendo's present to the fans. Make sure you say thank you.

9 LIFESPAN
Five minutes of fun every day for the rest of your life. Maybe.

VERDICT

Only Nintendo could have thought of something like this, and although it's not a proper 'big' game, it deserves to be ranked as a multiplayer classic. Brand-spanking-brilliant.

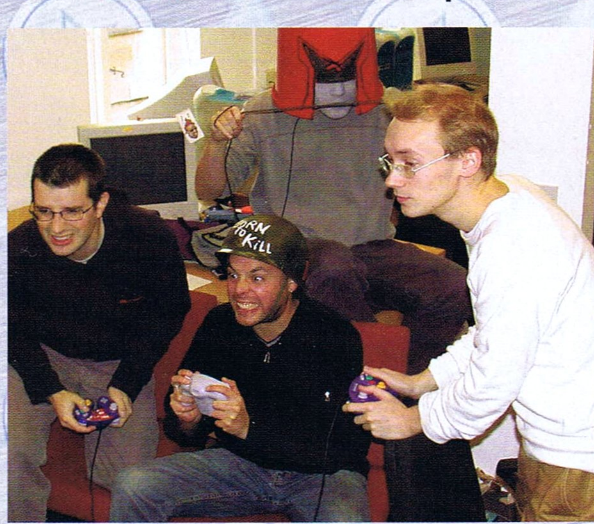
NGC INDEPENDENT NINTENDO GAMING



NGC MAGAZINE PARTY GAME SPECIAL!

LET'S GET THE PARTY S~~T~~KARTED

'It's my party. I'll cry if I want to'. What The Supremes failed to mention is parties + crying = instant humiliation…



△ No one likes a LOSER, Evans. L-O-S-E-R. Do you hear? And no, changing the contrast on the TV isn't a good idea. Mim WILL hurt you.



Contrary to popular belief, we don't spend our days slobbing around the office playing games *all day*. Well, *sometimes* we do – but that's not the point. On the rare occasions we do have spare hours to burn, we like nothing more than wheeling in a keg of Scrumpy Jack and settling down for a bit of the old four-player action.

With our boss away on 'business' this month, and the allure of *Atsumare!! Made in Wario* and *Mario Party* keeping our hands away from keyboards and firmly on our Wavebirds, we decided to make a day (and night) of it to re-visit the Gamecube's healthy collection of party games and allow the team to cast their critical eye over them once more. Following are the results of our multiplayer marathon. We've edited out some of the more, erm, 'colourful' language and, just for you, we've even made up some of our own words too.

"WE RE-VISIT THE GAMECUBE'S COLLECTION OF PARTY GAMES AND CAST OUR CRITICAL EYES OVER THEM ONCE MORE..."

If you've just picked up your 'Cube – or, indeed, if you've just picked up some friends – and want to do a bit of entertaining over the next few weeks, here's some smart suggestions…



MARIO KART: DOUBLE DASH!!

Don't own this yet? There's something seriously wrong with you…



△ The racing itself can last for hours and hours, but mix it up with some frantic Bomb-Blasting action and maybe a spot o' 'Shine Thief' and you're looking at total multiplayer mayhem.

CHATABILITY…

Jes: This is simply the best multiplayer game the office has seen since Gamecube launched – and that's saying something.
Kittsy: I lost a lot of respect for this game ever since I found that I can't win all the time even though I'm clearly the fastest racer and the most talented gamer I know. But I'm usually so far in front that I can get hit with the regulation two blue shells and three lightnings per race and just about limp home in first. Mim, you're not allowed to pick Diddy Kong…
Mim: Why not?
Kittsy: House rules. If you pick Diddy Kong I have to give you a dead arm.
Geraint: I just wish they'd kept the power-slide hop in and let you choose which weapons you wanted in the race. I think some of the multiplayer arenas are a bit dump too. Still, you can't argue with quality. The races are pretty tight. It's good when games like this always come down to the last few meters. Keeps things exciting.
Jes: Yeah, it's still the best multi-player game, though. If it wasn't this good, none of you would be screaming at each other.
Marcus: It's brilliant. The music is great and the handling's nice and easy. My face hurts from all the smiling – and my thumb's a little raw as well. Anyone who whines about how it's not as good as the SNES version should be fed their own spleen. Or maybe a kidney.

VERDICT 18

ACCESSIBILITY 4/5
Simple to get to grips with, and plenty of scope for mastery.

INVOLVABILITY 4/5
Laugh? Cry? You'll want to make Kittsy *eat* that damn Wavebird.

FUNABILITY 5/5
It really doesn't get much better. Hugely entertaining stuff.

COMPETABILITY 5/5
It always seems to go down to the wire. Replay! Replay! Replay!



WORMS 3D

Imagine a sick, sick world, ruled by Kittsy's worm army…



△ Not even the 'mighty Worminator' can take an old woman – TO THE FACE! Hahaha!



△ Fire punch to the cake hole? Mim feels a satisfying 'splash moment' coming on.

CHATABILITY…

Mim: Don't name him Hitler…
Kittsy: Why not? He could fight alongside 'Uncle Saddam'.
Geraint: You've got to admit, the personal touch helps. It's more satisfying to blow away 'Paul's Mum' rather than a worm called 'Frank'.
Jes: I never really got *Worms*, but watching Kittsy cackle as he blows you idiots to pieces makes this highly entertaining…
Kittsy: I rule at this, which makes it officially the Best Thing Ever. Give me four worms, a baseball bat and an unlimited supply of artillery shells, and I'll give you humiliation, guaranteed. Fear the Worminator.
Marcus: It's rubbish. It's got 'developed in West Yorkshire' written all over it. Sorry. You lot might be having a good time with it, but I can't be arsed. Perhaps it's because Kittsy's just killed me dead good.
Mim: Oh shut up. I think it's underrated, and it's no where near as fiddly as people make out. The options are nice because if you're playing with people who are rubbish, like Jes, you can alter the land to make it easier. I like it. The power meter and turn-based thingummy makes it nice and relaxing so anyone who isn't playing can have a chat and a drink until their turn comes around. So it's a bit like a golf game. But with, er… guns.
Geraint: Thingummy?

VERDICT 16

ACCESSIBILITY 4/5
After an initial controls explanation, it's plain sailing. Easy.

INVOLVABILITY 4/5
You take it in turns so everyone gets a good look at your skills.

FUNABILITY 3/5
Not really 'exciting' as such – but it makes for a nice change of pace.

COMPETABILITY 5/5
'NO! Not my last worm!' Oh yes, sunshine. Your. Last. Worm. He he.

IT'S PARTY TIME

"Party etiquette dictates that we end the evening in a bloodbath"

SUPER SMASH BROS MELEE

Short. Hot. Sweaty. And *greasy*.

CHATABILITY...

Jes: We've described this before as '*Mario Kart* with fists' and I reckon the description still stands. It's just fabulous, isn't it? Balletic, and choc-full of spectacle.
Kittsy: Let's be honest, it's all a bit button-bashy, isn't it? I mean, it's all right for two minutes and I can see how you could get quite good at it if you can be bothered to learn all those fiddly moves, but I really can't be doing with it, and I think people who really like it have some serious problems. I'll sit this one out, if you don't mind. Get the next game, please.
Geraint: There's nothing 'fiddly' about it. You just lack the required talent. It's a damn sight more accessible than any other fighter out there, so anyone can pick it up and play it without too much trouble. The items can be a great leveller and they're fun to use too.
The only thing I don't like about it is that some of the characters are clones. Oh yeah, and some of the levels really are total cack. Great music in Eagleland, though.
Marcus: Yeah, this is guaranteed to liven up even the stiffest of wakes. *Smash Bros* succeeds through its simplicity. Win, lose, it's still fantastic fun. There's something really intense about those two-minute bouts of total chaos… brilliant stuff…
Jes: Not to mention all that Nintendo history…
Martin: …and the smacking of Jigglypuff with a hammer. And Peach! With a hammer… and Pikachu…
Jes: With a hammer…?
Martin: Yes. With a hammer.



△ Remains one of Gamecube's essential titles, even after all this time.

VERDICT 14



ACCESSIBILITY 3/5
You can handicap better players, but mastering the game takes time.

INVOLVABILITY 4/5
Guaranteed to get people shouting, bragging and arguing. Sweet.

FUNABILITY 4/5
Intense. Frustrating for newcomers but matures with age.

COMPETABILITY 3/5
The many random elements help soften the blow of defeat.

SUPER MONKEY BALL 1 & 2

Monkeys. Balls. Perfection.

CHATABILITY...

Jes: Simple but horribly addictive. Monkey Target remains my firm favourite.
Kittsy: Monkey Bowling. Now that's where it's at. You can get that poxy golf minigame out of my sight though. And I'm not having Monkey Target either. That one really stresses me out.
Jes: That's because you're retarded.
Geraint: It really doesn't get much better than Monkey Target. Monkey Bowling's not too bad – if you're a psychopath. The rafting one's pretty lame, though.
Marcus: It's the whole one-button or analogue-only control that does it for me. Anyone, no matter how old they are, can join in the fun without too much difficulty. Apart from maybe *Atsumare!! Made in Wario* and *Donkey Konga* there isn't a single party game out there that can boast this kind of accessibility.
On the other hand, there's plenty to master too – so arse-whuppin' veterans like me can sit back and rip you sorry whelks 'a new one'.



△ Simple. Happy. Fun. Can be enjoyed even by the old and infirm.

VERDICT 19



ACCESSIBILITY 5/5
The hands-down winner in this respect. The simplest of all games.

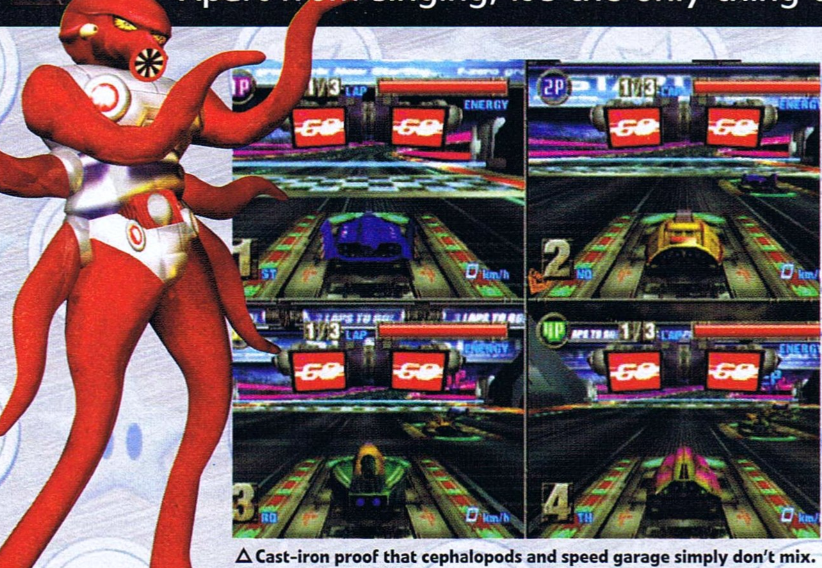
INVOLVABILITY 5/5
Mix of simultaneous and turn-based games gives variety here.

FUNABILITY 5/5
Bright, colourful and instantly appealing with infectious charm.

COMPETABILITY 4/5
The more you master, the more you take monkey skills seriously.

F-ZERO GX

Apart from singing, it's the only thing the Welsh are good at…


△ Cast-iron proof that cephalopods and speed garage simply don't mix.

CHATABILITY...

Marcus: Yep, *ideal* party game material this, Geraint. Good choice. It's not like anyone who *knows the courses inside out* gets a *distinct advantage* either, is it? You prize plum. Get out of my sight…
Geraint: I can't help it if you're all a bunch of skill-less freaks…
Jes: It's hardly the fairest of games, though, is it. You need to put in hours of practice to be competitive in the multiplayer. It only works when you're playing against opponents of similar ability. *Then* it's brilliantly tense and hectic.
Mim: Aaarrggh Aaargh! I hate this bloody stupid game, I'm never going to make it round the track even. If Geraint picks Octoman again, I'm going home.
Martin: Geraint *is* Octoman.
Geraint: Have I ever told you all how much I hate you?

VERDICT 12



ACCESSIBILITY 2/5
So fast it's intimidating to first-timers. Not the easiest to get into.

INVOLVABILITY 3/5
Can't have a conversation while racing. Unless you want to lose.

FUNABILITY 3/5
Depends on the skill of those playing, otherwise it's frustrating.

COMPETABILITY 4/5
With four good players, this can be a cut-throat experience. Manic.



BILLY HATCHER AND THE GIANT EGG

Sunny-side-up or over-easy?



△ An amusing diversion for sure, but one that's hardly going to set the world alight. Still, it's a much better effort than Sonic Team's *Sonic Adv2: Battle* multiplayer. Now *that* was rancid.

CHATABILITY…

Paul: 'Teri Hatcher and… the Phantom Bum Eggs!'
Jes: Yes. Very good Paul.
Marcus: As gay as an otter's wedding, this, but it's the sort of multiplayer nonsense that makes you feel glad about life. Bright, colourful, stoopid – it's actually clever stuff. I do find it a bit slow-slow-CONFUSING at times, though…
Martin: Make the music go away! There isn't nearly enough killing in this game and Sonic the Hedgehog keeps popping my egg just as I'm about to hatch a brain-eating Hell Beast. Just leave me alone until I've got enough fruit, will you?
Geraint: Not much of a party game, is it? The games are way too basic to keep me interested for any length of time. Better than nothing though.
Mim: Bok-bok! Eat egg roll, scumbags… nope. I'm still bored. I like the single-player game, and it's worth a crack (see what I did there?) if you own the game already, but I wouldn't spend 40 quid just for the multiplayer. Not like *Monkey Ball*.
Martin: Bok-bok?!



VERDICT 11

ACCESSIBILITY 4/5
Pretty easy to get to grips with, without too much skill involved.

INVOLVABILITY 2/5
You roll about doing your own thing until you spot someone. Erk.

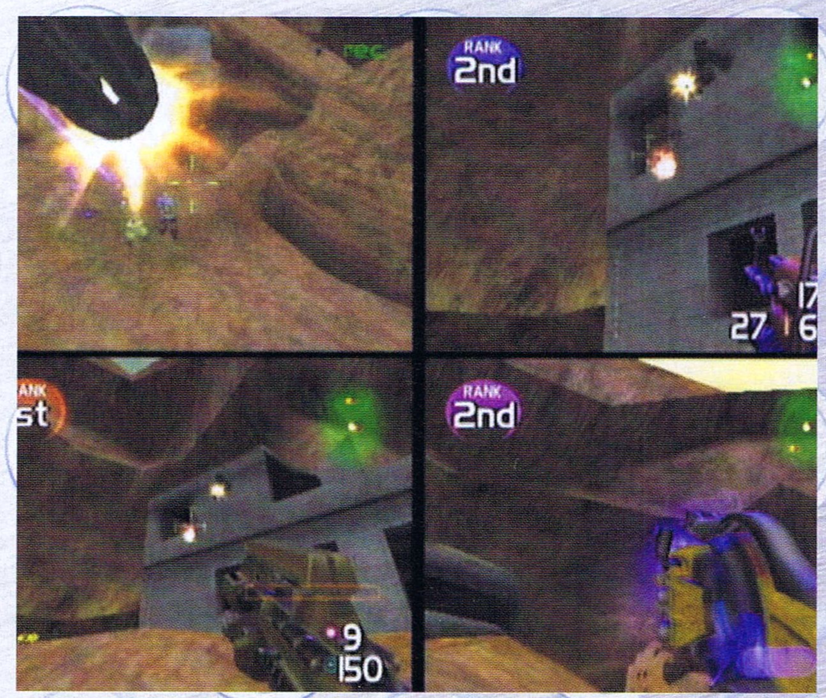
FUNABILITY 3/5
It is good fun, don't get us wrong, but it'll hardly last all night.

COMPETABILITY 2/5
After a few minutes, you won't really care who wins. Honestly.



TIMESPLITTERS 2

Eat shotgun dea- *click… click… click…* o_0… >_<



△ Mix four players and bots into a team scenario and you have a recipe for rivalry that will last you into the small hours. It's one of those games that really separates the men from the boys.

CHATABILITY…

Jes: It's no *Perfect Dark* – we've been playing that a fair bit recently and it still holds up really well. I reckon it's got the edge over this. The aiming on the GC's pad is a bit too niggly for some reason. This is magnificent stuff, though, and eminently suited to multiplayer laffs.
Miriam: You would say that, you haven't been running around staring at the floor for every round. I haven't scored a single kill yet. Well, not if you count killing yourself.
Kittsy: Serves you right for choosing the monkey.
Geraint: We should ban the monkey. It's the simian equivalent of picking Odd Job in *GoldenEye*.
Miriam: I don't like it. I can't get my head around the controls.
Marcus: C'mon Mim, party etiquette demands that we end the evening with a bloodbath. It's tradition.
Geraint: It's another one of those games that needs players of the same ability level to work, isn't it? If everyone's equally skillful at it, you can spend hours, days even, playing this and taking each other out. With all those options you can make some seriously intense team games and stuff – and you can't knock the map-maker either. Brilliant.




VERDICT 15

ACCESSIBILITY 2/5
A gamer's game. Can you honestly see your Nan circle-strafing?!

INVOLVABILITY 4/5
Team-based games encourage both communication and abuse.

FUNABILITY 4/5
Can be devious, frantic and hair-raising all at the same time.

COMPETABILITY 5/5
You really can't beat rubbing someone's nose in it, can you?

FIVE FOR A PRIZE!

Over the next few pages, you'll see a selection of Top Fives – games hand-picked by us which we recommend anyone new to Nintendo Gamecube gets involved with. Now we want yours. They can be any regular category of game, or something a little different (your five favourite multiplayer games, five games with brilliant endings etc). Send us your Top Five list and earn yourself a priceless (or, more likely, worthless) prize!

NGC ESSENTIAL

THE BEST 'CUBE GAMES MONEY CAN BUY...

TOP FIVE ATSUMARE MINIGAMES

Atsumare: Made in Wario has some insane three-second games. We especially like these...



TORTOISE BALANCING



AVOID THE BUNNY-THING



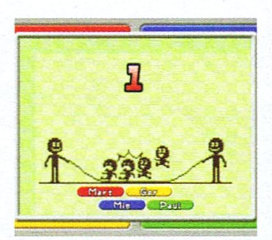
CAT POKERY



THUMB WAR



TEAM SKIPPING







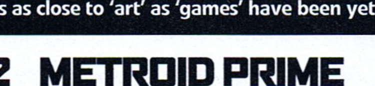


1 THE LEGEND OF ZELDA THE WIND WAKER — 97

NINTENDO ■ NGC/79

The babbling nonsense of the internet whingers faded to a stunned silence when "Nu Celda" finally hit the shelves. It's an interactive experience that's as exquisitely fashioned as a Disney feature film, and doesn't lose any of the gameplay for it. Some interminable sailing sections spoil it a bit, and it's pretty short, but this is as close to 'art' as 'games' have been yet.





2 METROID PRIME — 97



NINTENDO ■ NGC/79

A polished, addictive, stunningly immersive adventure-cum-shooter-cum-platformer that will make you cry when it's over. Pushes the envelope in every field. Classic.

3 SUPER MARIO SUNSHINE — 96



NINTENDO ■ NGC/73

Mazza's cleaning up oily muck on a tropical island put there by an evil villain. With all the intuitiveness, polished visuals and sense of pure fun of *Mario 64*, this pushes all the right buttons.

4 MARIO KART DOUBLE DASH!! — 93



NINTENDO ■ NGC/88

The best *Mario Kart* ever – and that's saying something. More characters than before, character-specific weapons and crazy tracks. *And* it's the best multi-player game on GC.

5 F-ZERO GX — 93



NINTENDO ■ NGC/85

Speed, challenge and stunningly designed tracks blended to form the finest of arcade racing experiences. And it really is fast. You won't put up with slowdown again.

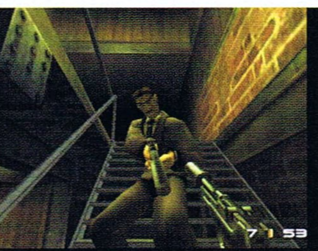
6 SOUL CALIBUR 2 — 92



NINTENDO ■ NGC/86

The best fighting game on *any* system. It's one of the best-looking games you'll have ever seen and offers rich depths to those who go looking. And you can go nuts with Link.

7 TIMESPLITTERS 2 — 92



EIDOS ■ NGC/72

A stonker of a time-travelling FPS with more than a whiff of *GoldenEye*, *Timesplitters 2* crept out of nowhere to officially become Gamecube's finest example of the genre. Wick!

8 SUPER SMASH BROS MELEE — 91



NINTENDO ■ NGC/68

Eye-singeing multiplayer, ingenious moves, cameos from about every Nintendo character ever, and some of the sweetest looks yet squeezed from the Cube.

9 WAVE RACE BLUE STORM — 91



NINTENDO ■ NGC/67

Slight frame-rate problems in PAL, but *Blue Storm* is still a fabulous racer, replete with *the* most incredible water effects ever. Fast, dynamic, accessible and sublime to control.

10 HITMAN 2 SILENT ASSASSIN — 91



EIDOS ■ NGC/82

Tighten the fibre-wire and leave your morals at the door as Mr 47 brings his potent elimination simulation, freshly polished-up, to the 'Cube. This is stealthy, free-form gaming at its finest.

11 VIEWTIFUL JOE — 90



CAPCOM ■ NGC/80

Side-scrolling 2D beat-'em-up, in which Capcom want to make you feel you're editing a movie while playing a game. It works. Distinctive looks are the icing on the cake, too.

12 WORMS 3D — 90



SEGA ■ NGC/87

Essentially turn-based strategy, but loopier than a tin of spaghetti hoops. The annelids enter 3D – all you need for stupid amounts of fun are three homicidal pals.

13 BURNOUT 2 — 90



ACCLAIM ■ NGC/80

B2 takes the best bits of the first game – bum-clenching speed and bone-crunching collisions – and welds them onto more modes than you can eat. A brilliant series refinement.

14 PHANTASY STAR ONLINE — 90





ATARI ■ NGC/78

Essentially *Gauntlet* with lots of numbers and menu screens, online *PSO* becomes an epic tale of crate-smashing, internet companionship, and fevered item collection. Blork!

15 SKIES OF ARCADIA LEGENDS — 90





ATARI ■ NGC/81

Vast boat-based RPG ported from the Dreamcast. "It'll take away a chunk of your life and you won't want it back", says a man versed in such things. It's very good, apparently.

16 CONFLICT DESERT STORM 2 — 90





SCI ■ NGC/86

War? Like Georgie-boy Bush, we just can't get enough of it. You're not allowed to let any of your men die in this sequel, which leads to all sorts of life-saving heroic gameplay.

17 SSX 3 — 89



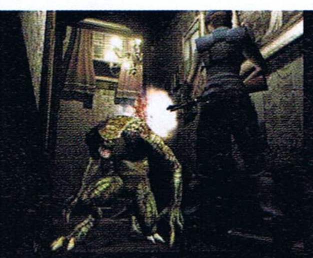


EA ■ NGC/87

Improves over its already-excellent predecessor in every area. A range of modes, ludicrous tricks and the mountain to end all videogame mountains will keep you busy all the way through the winter.

18 RESIDENT EVIL — 89





CAPCOM ■ NGC/72

The classic zombie–horror fear-fest recreated to take advantage of the Cube's superior electrical witchcraft. Stunning, mesmerising visuals, unrivalled atmosphere and a brilliant storyline. Controls are still crap, though.

19 ETERNAL DARKNESS — 89

NINTENDO ■ NGC/74

A rollicking Lovecraftian yarn of ancient evils, *Eternal Darkness* replaces slick zombie-slaying action with a wonderfully creepy story told through a cast of 12 playable characters and a truly innovative magic system.

20 SPLINTER CELL — 89





UBI SOFT ■ NGC/81

Starring Sam Fisher, a man with three green glowing eyeballs and powerful thigh muscles. Clanciverse stealth-fest with a gritty 'realistic' feel and the opportunity to operate various Clancy-approved hi-tech gizmos.

TOP TEN GBA GAMES



1 ADVANCE WARS 2
More cute-looking turn-based strategy, with a frighteningly addictive, super-challenging core. Honestly, it's better than it sounds. This is essentially *Advance Wars 1.5*, but it's tweaked to perfection.

2 METROID FUSION
Everything that has ever made *Metroid* great can be found here. A sprawling environment littered with baddies and an imposing difficulty level. It has a great link-up feature with *Prime* too.

3 SUPER MARIO ADVANCE 2
This slightly tweaked version of the SNES classic boasts a massive game world and some of the tightest level designs ever. Stone-cold classic.

4 FINAL FANTASY TACTICS ADVANCE
A superbly executed strategy game. The sheer volume of items, character classes and jobs available is staggering.

5 YOSHI'S ISLAND
Stunning level design, fiendish puzzles and secrets all topped off with some beautiful pastel-shaded visuals. Another essential 2D platformer for GBA.

6 POKÉMON RUBY & SAPPHIRE
The same structure as before – catch 'em all, send 'em in to battle – but it remains the most entertaining RPG out there…

7 SUPER MARIO KART ADVANCE
Much like the superb SNES original: burn around multi-coloured tracks dishing out justice with weapons.

8 STREET FIGHTER ALPHA 3
An incredible conversion of one of the best fighters ever. Massive single-player and a brilliant two-player experience.

9 CASTLEVANIA HARMONY OF DISSONANCE
More accessible than its previous GBA outing, this is classic *'Vania*. Imaginative bosses, a steep challenge and very atmospheric.

10 GRADIUS ADVANCE
The best shooter on GBA, and it's doubtful many will ever get close. Classic *Gradius* gameplay, with innovative levels and fantastic bosses.

NGC DIRECTORY

Your at-a-glance guide to everything else on GC...

HOW IT ALL WORKS

Title, score, publisher and where to find the review.

A brief outline of what to expect and whether you should consider it...



POKÉMON ABATTOIR 99

MEATSOFT ■ NGC/0.3
Marcus' favourite game ever. Herd the 'Mon into your Palace of Butchery and dispatch them with your trusty bolt gun.



18 WHEELER PRO AMERICAN TRUCKER — 48
ACCLAIM ■ NGC/68
Drive your truck and avoid 'smokey'. Like *Out Run* with 'rigs', but the arcade version with the sit-in cabinet was better.

2002 FIFA WORLD CUP — 30
EA ■ NGC/69
As much fun as being told your parents have been crushed to death in a horrific car crash and then contracting Weil's Disease.

ACE GOLF — 74
EIDOS ■ NGC/74
A highly enjoyable, relaxing sticksie-ball game that treads a pleasant middle-ground between fun and serious.

AGGRESSIVE INLINE — 81
ACTIVISION ■ NGC/72
Hawk's alterno-clone – you skate around massive arenas, 'busting' tricks on a pair of 'roller-boots'.

ATV QUAD POWER RACING 2 — 70
ACCLAIM ■ NGC/77
Wave Race on land with farming utility vehicles. Competent, but there's superior racing fare out there.

BALDUR'S GATE DARK ALLIANCE — 80
VIVENDI ■ NGC/81
Dungeon-slashing adventurising with fewer numbers and a special two-player flavour. Actually quite good.



BARBARIAN — 70
VIRGIN ■ NGC/72
A button-mashing fantasy battler complete with fully-smashable arenas. Fun, but not as good as *Smash Bros.*

BATMAN: DARK TOMORROW — 15
KEMCO ■ NGC/81
For ages, Gamecube's most arse-clenchingly bad title. Clunky, dull, gameplay-free superheroics. Do not buy this game.

BATMAN: RISE OF SIN TZU — 45
UBI SOFT ■ NGC/88
Repeated bashing that would've been great 15 years ago. It's okay, but only just. Batman deserves better.

BATMAN VENGEANCE — 70
UBI SOFT ■ NGC/67
Cel-shaded platforming cartoon bat-action. One of the first Cube games that came out but it's looking pretty ropy already.

BEACH SPIKERS — 79
ATARI ■ NGC/72
Volleyball on sand. Addictive with four players, but the single-player's longevity lets the side down.

BEYBLADE: SUPER TOURNAMENT BATTLE — 10
ATARI ■ NGC/88
For £40, we'll come round and cheesegrater your eyeballs. It's more fun and lasts longer than this frikkin' spinning top sim.

BIG AIR FREESTYLE — 28
ATARI ■ NGC/75
Another awful off-road bike title, the kind that makes you want to cry the second you've started playing.

TOP FIVE PLATFORM GAMES



SUPER MARIO SUNSHINE
A tour-de-force of everythin g good gaming should be.

LUIGI'S MANSION
Yes. it's a little easy to polish off, but you'll enjoy every second.

RAYMAN 3 HOODLUM HAVOC
Can't touch *Sunshine*, but it's entertaining and looks 'the bomb'.

WARIO WORLD
Not that tough to beat, admittedly, but still bags of fun.

SONIC MEGA COLLECTION
The best hedgehog games in existence on one tiny disc.

TOP FIVE RACING GAMES



MARIO KART: DOUBLE DASH!!
Single-player mode looks as cute as ever, but is rock hard.

F-ZERO GX
Expertly crafted arcade fun. Really rockets along.

WAVE RACE BLUE STORM
Classic Nintendo action with dazzling water effects.

BURNOUT 2
Fast car racing combined with steel-crunching crashes.

EXTREME G 3
The weapons are what make this future racer shine.

BIG MUTHA TRUCKERS — 71
EMPIRE ■ NGC/83
A cross between *Elite* and Smokey and The Bandit, but with The Reynolds replaced by wall-eyed hillbillies.

BILLY HATCHER & THE GIANT EGG — 86
SEGA ■ NGC/87
Rescue the Chicken Elders by rolling an egg around and smacking bad guys with it. Hatch it while you can!

BIONICLE — 29
EA ■ NGC/87
Diabionicle, more like. Tedious and fiddly with a duff camera and no incentive to keep playing. Stick to bricks, Lego.

BLOOD OMEN 2 LEGACY OF KAIN — 72
EIDOS ■ NGC/77
Gamecube's other undead hack-fest. After 1,000 years of slumber, evil vampire Kain is awake and hungry.

BLOOD RAYNE — 65
VIVENDI ■ NGC/79
Vampire fun. Dismember Nazis, fire an array of period weaponry, and battle an *evil priest* driving an *armoured pulpit*.

BLOODY ROAR: PRIMAL FURY — 74
ACTIVISION ■ NGC/68
Competent morphing-into-animals fighting shenanigans, but *Capcom vs SNK* and *Mortal Kombat* have surpassed it.

BMX XXX — 48
ACCLAIM ■ NGC/76
Childish, boring BMX game featuring pneumatically-enhanced strippers showing you their nipples. Get a girlfriend instead.

BOMBERMAN GENERATIONS — 70
VIVENDI ■ NGC/76
Yet another update of the venerable arson franchise. Single-player is a little tedious; four-player is addictive as ever.

BUFFY THE VAMPIRE SLAYER CHAOS BLEEDS — 70
VIVENDI ■ NGC/86
Somehow lacking in essential Buffiness, and not just because the Gellar girl didn't voice it. Good, but not great.

BURNOUT — 86
ACCLAIM ■ NGC/67
With spectacular crashes and inch-perfect handling, *Burnout* is a dream of a game, even if it's over a bit quickly.

CAPCOM VS SNK 2 EO — 79
CAPCOM ■ NGC/72
A great game, but purist retro freaks will want to fork out for a clunky arcade stick to get the most from it...

CASTLEWEEN — 16
WANADOO ■ NGC/81
Unfairly difficult dismal platforming tedium with some kind of cartoony black magic schtick going on.

CEL DAMAGE — 60
EA ■ NGC/66
Cel-shaded car-combat game in the vein of violent cartoons. Too manic and confusing for its own good.

CONFLICT DESERT STORM — 89
SCI ■ NGC/80
Tense and teeth-gritting, with a great co-op mode. Brain-based fun for those nuclear winter evenings.

CRASH BANDICOOT THE WRATH OF CORTEX — 40
VIVENDI ■ NGC/75
One of the worst ports we've seen – of a game that was a stinking load of crap to begin with! Avoid like death himself.

CRAZY TAXI 70
ACCLAIM ■ NGC/67
Ancient title that's so old it's now been included as one of the minigames in *GTAIII*. Creaky graphics, but still good fun.

DAKAR 2 79
ACCLAIM ■ NGC/80
Driving around in a vast expanse of dirt, all on your own, for days on end? *Dakar 2* manages to make this pretty good fun.

DARK SUMMIT 51
THQ ■ NGC/69
SSX Tricky but with all the speed, style and entertainment removed with near-surgical precision. A waste of time.

DAVE MIRRA 2 FREESTYLE BMX 75
ACCLAIM ■ NGC/67
Pornography-free, good, moto-cross game. Slick, with big arenas – but will only appeal to the BMX hardcore.

DIE HARD VENDETTA 80
VIVENDI ■ NGC/74
Shoot holes in people who look like terrorists, so the US can enjoy one more night of guiltless slumber.

DEAD TO RIGHTS 60
EA ■ NGC/83
What if Max Payne had an attack dog? Mindless ultraviolence. JACK SLATE is PISSED OFF and wants to HURT SOMEONE!

DEFENDER 50
MIDWAY ■ NGC/79
Pointless 3D update that makes one of the hardest-core arcade classics really easy and, by extension, depressingly dull.

DEF JAM VENDETTA 87
MAJESCO ■ NGC/82
Wrestling thumpfest featuring all your favourite hip-hop artistes from 'the block'. Bone-crunching moves and 'sick' beats.

DISNEY'S EXTREME SKATE ADVENTURE 74
DISNEY ■ NGC/85
Neither extreme nor adventurous, but perfectly fine for people not up to *Tony Hawk's*, like your little brother or nan.

DISNEY'S MAGICAL MIRROR 26
DISNEY ■ NGC/73
Cruel torture as The Mouse patronises his way through this hideous 'adventure'. Almost Beckettian in its non-eventfulness.

DISNEY SPORTS BASKETBALL 55
KONAMI ■ NGC/82
Strip away the franchised exterior and it's another simple Sports title. Soon to follow: *Disney Sports Russian Roulette*.

DISNEY SPORTS FOOTBALL 69
KONAMI ■ NGC/76
This isn't anywhere near as bad as you may think. It's an amusing, simple footie game for younger gamers.

DISNEY'S PARTY 56
EA ■ NGC/86
Mickey and chums come up with a mildly entertaining party game – but would you pay £30 to be mildly entertained?

DISNEY SPORTS SKATEBOARDING 64
KONAMI ■ NGC/80
The Mouse and his irritating friends have a crack at busting tricks on half-pipes. Walt must be spinning in his cryogenic pod.

DONALD DUCK GOIN' QUACKERS 32
UBI SOFT ■ NGC/68
Like *Crash Bandicoot*, but with The Duck in charge, wearing a sailor suit and going bthackakackth. Also total rubbish.

TOP FIVE FIGHTING GAMES

SOUL CALIBUR 2
Gorgeous Link-fuelled beat-'em-up from fight kings Namco.

SUPER SMASH BROS MELEE
All your favourite Ninty types pounding each other's faces in.

VIEWTIFUL JOE
The only one-player beat-'em-up in our top five. Stunning.

DEF JAM VENDETTA
The wrestling game that appeals to non-grapple fans as well.

MK DEADLY ALLIANCE
"Mind if I remove your spleen?" "Ooh, go on – finish me."

TOP FIVE SHOOTING GAMES



METROID PRIME
Tough as nails shooting-heavy sci-fi adventure.

TIME-SPLITTERS 2
Pure class first-person shooting from the *GoldenEye* boys.

STAR WARS ROGUE LEADER
Looks great and lacks the ropy on-foot sections of the sequel.

XIII
Euro-shooter with comic-book looks and very serious violence.

IKARUGA
A pure arcade shooter that's tougher than most.

DOSHIN THE GIANT 62
NINTENDO ■ NGC/74
Quirky title that puts you in charge of a giant yellow man who must help/hinder indigenous islanders. A little short-lived.

DRAGON BALL Z: BUDOKAI 43
ATARI ■ NGC/87
Dated fighter where the characters move as though their feet have been dipped in concrete. Avoid even if you're a fan.

DRIVEN 60
BAM ■ NGC/68
Very basic, very short game of the appaling film about driving fast in a large circle. Filling up bargain bins as we speak.

DR MUTO 70
MIDWAY ■ NGC/79
Amusing mad-doctor platforming game where you have to mutate into different animals to solve puzzles.

DROME RACERS 46
EA ■ NGC/85
Brings absolutely nothing new to racing, and doesn't manage to do the old stuff with any flair either.

EGGO MANIA 49
KEMCO ■ NGC/72
Rubbish take on *Tetris* that, mystifyingly, involves ovulations. Wouldn't look out of place on an Amiga. Pointless in every way.

ENTER THE MATRIX 73
ATARI ■ NGC/81
Take the red pill and find out how vaguely disappointing this movie tie-in is. We were expecting something really special.

ESPN INTERNATIONAL WINTER SPORTS 2002 37
KONAMI ■ NGC/67
Winter sports game combining tiresome button-mashing antics with equally dull timing and precision exercises. Dull.

EVOLUTION SKATEBOARDING 78
KONAMI ■ NGC/79
Snazzy-looking *Hawk's* clone, but then, who wants an Elvis impersonator if the King's in town?

EVOLUTION SNOWBOARDING 23
KONAMI ■ NGC/79
Fight bad guys while sliding down a mountain on a tray. Worse even than *Dark Summit*. Games like this should be made illegal.

EXTREME G3 85
ACCLAIM ■ NGC/67
An underrated gem, *XG 3* offers pulse-shattering speed, huge tracks, some ingenious weaponry and eye-sparkling visuals.

F1 2002 67
EA ■ NGC/71
Rock-hard racing your dad will enjoy. Also features humourless Hun driving robot Schumacher version 1.0.

F1 CAREER CHALLENGE 81
EA ■ NGC/83
Packed representation of the glamorous world of F1 team management. You can take the cars for a spin too.

FIFA 2003 83
EA ■ NGC/75
EA finally remember how good football games are made. Actually a bit better than *ISS 2*. A vast improvement.

FIFA FOOTBALL 2004 85
EA ■ NGC/87
It wasn't broken, but EA have fixed it anyway, slinging in more stats, new animations and a great Career mode.

FINDING NEMO 65
THQ ■ NGC/86
Horrible loading times and stuttering graphics spoil what could have been enjoyable for rugrat gamers.

FREEDOM FIGHTERS 83
IO ■ NGC/86
Blast invading Russian commies intent on taking over the US. Realistic? Not on your nelski. Fun? Oh da.

FIREBLADE 59
MIDWAY ■ NGC/77
Brain-free 'copter game that'll appeal to military memorabilia-collecting psychos and fans of 80s Vietnam war films.

FROGGER BEYOND 59
KONAMI ■ NGC/80
The trend for 'improving' ancient games by making them 3D taken to its most extreme conclusion.

GAUNTLET: DARK LEGACY 25
MIDWAY ■ NGC/68
We'd be far more comfortable with this travesty if we'd had it inserted rectally. An insult to the memory of an arcade classic.

GLADIUS 70
ACTIVISION ■ NGC/88
Persevere with the tutorials and odd glitches – there's a huge and rewarding strategy title buried under the shoddy graphics.

GODZILLA: DESTROY ALL MONSTERS MELEE 68
ATARI ■ NGC/74
Stompy, building-smashing monster fun in multiplayer mode, but otherwise a little weak. Get *Smash Bros* instead.

HARRY POTTER AND THE CHAMBER OF SECRETS 78
EA ■ NGC/75
Attractive and competent adaptation of Potter's film – but rather easy. Only die-hard wizard fans need apply.

HARRY POTTER QUIDDITCH WORLD CUP 62
ELECTRONIC ARTS ■ NGC/88
Potter fans will love the details from the books, but as a sports game, this broom-based title is one to sweep under the rug…

THE HOBBIT 58
VIVENDI ■ NGC/88
Competent enough cutesy adventure but somehow not interesting, despite elves and dragons and dwarves, oh my.

HOT WHEELS VELOCITY X 45
THQ ■ NGC/75
Basic racing/car-combat game based on plastic toys. Strictly for the very, very young. Or very stupid.

HULK 65
VIVENDI ■ NGC/82
Get angry, turn green, and SMASH your way through puny soldiers. Also stealth sections with boring Bruce Banner.

IKARUGA 85
ATARI ■ NGC/80
Classically old-style shooter – originally designed for robots, now available for human consumption. Very, very, *very* hard.

ISS 2 83
KONAMI ■ NGC/68
A winning formula mystifyingly tarnished with unnecessary 'improvements'. Good – but also a step backwards.

ISS 3 78
KONAMI ■ NGC/82
The once-invincible football series sinks ever lower with a misguided new 'close-up' mode.



DIRECTORY

Every Gamecube game ever… rated!

THE ITALIAN JOB: LA HEIST 54
EIDOS ■ NGC/85
So short, even total games goobers can finish it. The lack of variety doesn't help. A mini driving game in every respect.

JAMES BOND 007 AGENT UNDER FIRE 70
EA ■ NGC/70
Workaday gameplay dressed up in off-the-peg shooter upholstery, shooting baddies with ping-pong balls.

JAMES BOND 007: NIGHTFIRE 72
EA ■ NGC/75
The best Bond game on Gamecube so far – done with flair – but the visuals can't hide an FPS that's lacking overall.

JEDI KNIGHT II 67
ACTIVISION ■ NGC/75
A seriously disappointing PC conversion of an overrated shooter. Huge game, but quite tedious.

JEREMY MCGRATH SUPERCROSS WORLD 20
ACCLAIM ■ NGC/69
Like a horrible nightmare about doing cross-country wearing nothing but steel-wool pants and barbed-wire flip-flops.

JIMMY NEUTRON BOY GENIUS 18
THQ ■ NGC/78
Tedious, sorry, devoid-of-inspiration 'puzzle' game that actually manages to out-borify *Universal Studios.*

KELLY SLATER'S PRO SURFER 75
ACTIVISION ■ NGC/73
Same old trick-based extreme-sports, but this time in tubes made of water. Quite good fun, for a while.

KNOCKOUT KINGS 2003 79
EA ■ NGC/75
If the arcadey nature of *Rocky* doesn't sit that well with you, give this face-smashing simulator a go instead.

LEGENDS OF WRESTLING 47
ACCLAIM ■ NGC/69
Bringing back old-skool 'rasslers' isn't enough to make this any good. A shambolic licensing cash-cow.

LEGENDS OF WRESTLING II 50
ACCLAIM ■ NGC/76
Yet another travesty of a wrestling game, but made marginally better by the addition of Big Daddy.

THE LORD OF THE RINGS THE RETURN OF THE KING 86
EA ■ NGC/87
More playable characters, including Gandalf, and less button-mashing permitted make an epic, very enjoyable sequel.

THE LORD OF THE RINGS THE TWO TOWERS 68
EA ■ NGC/78
Repetitive hacking game with RPG overtones. Guide your man through levels making goblin prosciutto and orc sausages.

LOST KINGDOMS 86
ACTIVISION ■ NGC/70
Collect, er, cards, and battle monsters with them in fantasy landscapes. The sequel does it better, though.

LOST KINGDOMS 2 87
ACTIVISION ■ NGC/81
Set 200 years after the events of the first game. It's a more satisfying experience, but it's still on the frothy side.

LUIGI'S MANSION 88
NINTENDO ■ NGC/67
Luigi stars in this short, but still ace, fantastically playable combination of *Super Mario World* and *Ghostbusters.*

MADDEN NFL 2004 87
EA ■ NGC/85
Great stuff – a satisfying and accessible version of the sport for both newbies and experienced Yankee Egg Chasers.

MARIO PARTY 4 68
NINTENDO ■ NGC/75
Disappointing. Not bad if you're in the mood for party fun, but it's done little to improve on the originals.

MAT HOFFMAN'S PRO BMX 2 70
ACTIVISION ■ NGC/75
A decent extreme sports sim. A bit slicker than *Dave Mirra*, but with smaller, tighter arenas. Does the job.

MEDAL OF HONOR FRONTLINE 74
EA ■ NGC/75
FPS set during World War II. Looks ropy in places, but it's atmospheric and highly enjoyable.

MEDAL OF HONOR RISING SUN 67
EA ■ NGC/88
Looks so old, it should come packaged with Werthers Originals, and both allies and enemies are a bit thick. Disappointing.

MEGA MAN NETWORK TRANSMISSION 59
CAPCOM ■ NGC/84
Here's an idea: take a great GBA game, strip the good bits out and put the resulting platformer on GC. Yeah, that's *brilliant.*

MEN IN BLACK II ALIEN ESCAPE 45
ATARI ■ NGC/78
Rubbish off-the-peg third-person shooting game of the rubbish off-the-peg movie sequel. Did we mention it was rubbish?

METAL ARMS GLITCH IN THE SYSTEM 82
VIVENDI ■ NGC/88
Well-designed bottylicious shooter. It's big and it's extremely tough. And we all love robots with guns, eh?

MICRO MACHINES 57
ATARI ■ NGC/78
Like the recipe for bread or wine gums, *Micro Machines* doesn't change much, and this iteration is no exception.

MINORITY REPORT 39
ACTIVISION ■ NGC/77
Astonishingly brutal third-rate ass-whupping game that takes place on the sets of a Spielberg movie.

MORTAL KOMBAT DEADLY ALLIANCE 80
MIDWAY ■ NGC/77
The best *Kombat* yet! The blood-soaked spine-ripping yarn finally gets the update it deserves on Gamecube. Finish him!

MX SUPERFLY 63
THQ ■ NGC/73
Handles like you're driving space bikes on the surface of the moon. The best of a very bad bunch, though.

MYSTIC HEROES 71
THQ ■ NGC/75
Simplistic 3D *Gauntlet*-style slasher that's somehow entertaining and charming. Well, Geraint thinks so.

NBA 2K3 85
ATARI ■ NGC/79
Puts all other basketball games to shame. Great gameplay complements an engrossing Career mode.

NBA COURTSIDE 2002 79
NINTENDO ■ NGC/68
The second-best basketball sim available, but it's still lacking. Strictly for hardcore fans of the Ball of B.

TOP FIVE ADVENTURE/ RPGS



ZELDA: THE WIND WAKER
Phenomenal. A reason to own Gamecube itself.

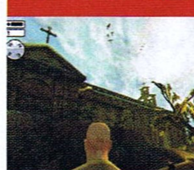
METROID PRIME
Tough as nails shooting-heavy sci-fi adventure. Again.

PHANTASY STAR ONLINE
A number-cruncher that turns epic with a bit of t'internet.

SKIES OF ARCADIA LEGENDS
If 'classic' RPGs are your bag, this boy'll be a sackful of joy.

LOST KINGDOMS II
Polished RPG with card collecting elements. Neat.

TOP FIVE ACTION ADVENTURES



HITMAN 2
Compelling assassin sim that kills the competition dead.

RESIDENT EVIL
A superior zombie-cruncher with slightly niggly controls.

ETERNAL DARKNESS
Another Nintendo exclusive that never fails to entertain.

SPLINTER CELL
Captivating stealth-laced adventure from the hand of Clancy.

RESIDENT EVIL 0
Not as good as those titles up there, but it's still dead good fun.

NBA LIVE 2003 70
EA ■ NGC/75
The yearly EA update. Solid gameplay; lots and lots of lovely numbers; otherwise not much different from last year.

NBA LIVE 2004 86
EA ■ NGC/88
After a good tweaking, this year's *NBA Live* has tighter controls and a vastly improved Dynasty mode. A tab soulless, mind.

NBA STREET VOL 2 88
EA ■ NGC/85
Almost negates the need for realistic sports sims – and all for half the price of real basketball trainers.

NEED FOR SPEED 2 HOT PURSUIT 69
EA ■ NGC/74
Ironically slow racer. A lazy port has ruined what was originally a pretty entertaining franchise.

NEED FOR SPEED UNDERGROUND 77
EA ■ NGC/88
Aargh! Aargh! I can't see… oh, hang on, that's the graphics. This street racer needs a bit more attention to detail, we feel.

NFL 2K3 86
ATARI ■ NGC/79
A meaty gridiron sim that could even threaten *Madden.* Management bits don't detract from the gameplay.

NHL 2003 64
EA ■ NGC/75
A realistic approach to ice hockey which isn't particularly fast or – more importantly – fun.

NHL 2004 57
EA ■ NGC/85
Behind-the-scenes additions don't compensate for the terrible frame rate on the ice. Play it at your peril.

NHL 2K3 72
ATARI ■ NGC/80
Complicated ice hockey title with stodgy gameplay. Similar to *NFL 2K3*, but doesn't quite pull it off.

NHL HITZ 20-02 79
MIDWAY ■ NGC/67
Exaggerated ice hockey title in a similar vein to *Red Card*, where the sticks aren't just for hitting the puck.

NHL HITZ 20-03 65
MIDWAY ■ NGC/74
Another year, another dose of frantic ice action. Not much cop on the original, mind.

PAC MAN WORLD 2 70
EA ■ NGC/78
The Pac is back for hilarious retro-themed platforming fun. Shamelessly pilfers everything from *Mario 64.*

PIKMIN 86
NINTENDO ■ NGC/80
Created using textures from Shigsy's own garden. A wonderful real-time strategy with multicoloured vegetable men.

P.N.03 77
CAPCOM ■ NGC/84
This super-stylish shooter with its dancing heroine is only marred by dull bosses and design.

PRO RALLY 2002 58
UBI SOFT ■ NGC/74
An okay game completely and ruthlessly dragged down by its thoroughly awful, frustrating handling.

PRO TENNIS WTA TOUR — 48
KONAMI ■ NGC/74
The only tennis game on 'Cube so far, but with rubbish non-analogue controls and distinctly whiffy visuals.

RALLY CHAMPIONSHIP — 74
SCI ■ NGC/78
Solid, does all the things a rallying game should. Should do the job until *McCrae* sees the light of day.

RAYMAN 3: HOODLUM HAVOC — 84
UBI SOFT ■ NGC/78
The limbless French Freak™ has the last laugh with a game that, insists our correspondent, is actually good.

RED CARD 20-03 — 78
MIDWAY ■ NGC/71
Violent football game where you mince opponents with stud and fist until the meat shows.

RED FACTION — 66
THQ ■ NGC/82
Shoot capitalist scum in the face, and maybe blow some holes in walls too, in this distinctly average brown fighting game.

REIGN OF FIRE — 59
BAM ■ NGC/76
A poor game of a poor film, even if you do get to burn stuff. Nice ideas ruined by dodgy physics and controls.

RESIDENT EVIL ZERO — 85
CAPCOM ■ NGC/78
Ditches the solo formula for a two-character system. Great set-pieces, looks lovely... more *Resi*, basically.

RESIDENT EVIL 2 — 62
CAPCOM ■ NGC/81
Experience the shambling, undead terror of original PSone graphics! Revisit Leon and Claire for just... £30!

RESIDENT EVIL: NEMESIS — 65
CAPCOM ■ NGC/81
Braaaaaaaaaaaaaaaaaaaaaaaaaaaaaiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii nnnnnnnnnnnnnnnnnnnnnnnsssssssssssssssssssssssssss! Etcetera.

ROBOTECH BATTLECRY — 77
TDK ■ NGC/77
Stompy robots go to war in the game of the loony Japanese cartoon. Not bad, as far as stompy robot games go.

ROCKY — 78
RAGE ■ NGC/74
A solid fighter where you guide Rockies one to five to greatness. Top two-player, loads of unlockable extras.

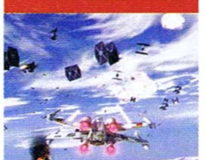
SCOOBY DOO NIGHT OF 100 FRIGHTS! — 36
THQ ■ NGC/74
Platforming non-action that'll hold your interest for half an hour or until you need to go to the loo; whichever comes first.

THE SCORPION KING — 30
VIVENDI ■ NGC/75
Bad. Very bad. Guide a poor approximation of The Rock and hit bad guys over and over until they bleed from the eyeholes.

SEGA SOCCER SLAM — 67
ATARI ■ NGC/74
A cartoonish footie game with an interest in violence. Cracking in multiplayer – poor on your own.

THE SIMPSONS: HIT & RUN — 80
VIVENDI ■ NGC/87
The Simpsons take a tip from *GTA* and start driving recklessly and doling out the violence. And what's more, it works!

TOP FIVE FILM TIE-INS



STAR WARS ROGUE LEADER
The best of many Star Wars games. Relive your favourite battles!

THE LORD OF THE RINGS THE RETURN OF THE KING
It looks almost as good as the epic movie trilogy.

DIE HARD VENDETTA
Be Bruce Willis battling terrorists, stinking vest and all.

HARRY POTTER AND THE CHAMBER OF SECRETS
Not too difficult, but with enough specs appeal to satisfy Potty fans.

ROCKY
Forget 'one game, one film' – this is based on all five Rockies.

THE SIMPSONS: ROAD RAGE — 52
EA ■ NGC/68
A really quite bad *Crazy Taxi* rip-off, with Simpsons characters bolted on, spewing repetitive 'funny' one-liners.

THE SIMS — 81
EA ■ NGC/79
Highly addictive people simulating comes to the Cube. A great sense of humour and lots of potential for mischief.

SMUGGLER'S RUN WARZONES — 78
ROCKSTAR ■ NGC/73
Huge landscapes and fast-paced 'racing' in buggies is let down by repetitive gameplay and awful music.

SONIC ADVENTURE 2 BATTLE — 70
ATARI ■ NGC/67
Sega's annoying mascot on Gamecube, now with an extra dimension added. Does anyone care any more?

SONIC ADVENTURE DX DIRECTOR'S CUT — 38
ATARI ■ NGC/83
A GBA link-up feature for GC, but otherwise a straight port of a game that was rubbish to begin with.

SPEED KINGS — 57
ACCLAIM ■ NGC/83
Wannabe *Burnout* with, strangely, lots of sliding under lorries involved. Otherwise bland and unnecessary.

SONIC MEGA COLLECTION — 70
ATARI ■ NGC/79
If you have a retro craving, you could do worse: seven games on one disc, accurate down to the loading times!

SPIDER-MAN THE MOVIE — 72
ACTIVISION ■ NGC/69
Dodgy control and camera are the only problems with this platform adventure. Voiced by the original cast.

SPY HUNTER — 55
MIDWAY ■ NGC/68
Appaling frame-rate, nasty course design and linear racing make this one to avoid. A pointless remake.

SPYRO: ENTER THE DRAGONFLY — 40
VIVENDI ■ NGC/75
Much like *Crash Bandicoot*, this is another shoddy port of a game that was never much fun in the first place.

SSX TRICKY — 87
EA ■ NGC/69
Has PS2 written all over it, but is still excellent. Fast courses, shortcuts and secrets and mid-piste scrappage equal FUN.

STAR WARS BOUNTY HUNTER — 68
ACTIVISION ■ NGC/77
The panting, pot-bellied, totally rubbish space-assassin gets the *Tomb Raider* treatment in this distinctly average game.

STAR WARS THE CLONE WARS — 71
ACTIVISION ■ NGC/75
Enjoyable *Battlezone*-style tank blaster set around Episode II – not quite as good as *Rogue Leader*, but still fun all the same.

STAR WARS ROGUE LEADER — 87
ACTIVISION ■ NGC/68
The most memorable – and certainly the best-looking – Star Wars game yet. The Battle of Hoth will melt your eyes.

STAR WARS: ROGUE SQUADRON 3: REBEL STRIKE — 83
ACTIVISION ■ NGC/88
On-foot sections? Star Wars is about whizzing around in fighty spaceships, not saving some bint half-deaf from padded ears.

STARFOX ADVENTURES — 72
NINTENDO ■ NGC/74
Adventure that's way too easy and linear. Not awful, but should have been far better. Hardly a fitting send-off for Rare.

THE SUM OF ALL FEARS — 25
UBI SOFT ■ NGC/76
One of the most technically inept games we've played. Clancy says bury the copies in the desert before anyone notices.

SUMMONER A GODDESS REBORN — 68
THQ ■ NGC/79
Much levelling-up and numbers floating out of people's heads. Crappy visuals, but an engrossing adventure.



DIRECTORY

Every Gamecube game ever... rated!

SUPER BUBBLE POP — 65
JALECO ■ NGC/78
Kind of *Tetris*-y flavoured *Bust-a-Move* for the Sunny Delight generation, with chemically-induced visuals and music. Wick.

SUPERMAN: SHADOW OF APOKOLIPS — 60
ATARI ■ NGC/81
Supes redeems himself somewhat with this stylised and, most importantly, maze-free effort based on the animated cartoons.

SUPER MONKEY BALL — 88
ATARI ■ NGC/67
Ingenious simian-flavoured update of Marble Madness. One of the weirdest, most wonderful Gamecube games out there.

SUPER MONKEY BALL 2 — 82
ATARI ■ NGC/78
The apes are back with levels even harder of core, and a mental new story mode involving love, betrayal and banana-theft.

SX SUPERSTAR — 71
ACCLAIM ■ NGC/83
Unassuming motocross scrambling, enhanced with a *Def Jam*-style Career mode than involves girlfriend upgrades.

TARZAN FREERIDE — 59
UBI SOFT ■ NGC/67
Disney. Platformer. Need we say any more? Workaday, jungle-based gameplay with the Seventh Earl of Greystoke.

TAZ WANTED — 52
ATARI ■ NGC/72
Some of the worst level design we've ever seen in this middling, frustrating cel-shaded *Mario*-wannabe platformer.

TETRIS WORLDS — 38
THQ ■ NGC/73
THQ ruin one of the Best Games Ever by trying to make it 'better'. Will anyone stop these people before it's too late?

TIGER WOODS PGA TOUR 2003 — 82
EA ■ NGC/75
The world most efficient golf robot gets his own game. Actually really good, in a surprisingly arcadey way. Nice graphics, too.

TIGER WOODS PGA TOUR 2004 — 84
EA ■ NGC/86
Ginormous plus humungous multiplied by golf. Apart from that and a few tweaks for stattoes, it's the same as the last one.

TOM CLANCY'S GHOST RECON — 66
UBI SOFT ■ NGC/79
Clancy has yet another go at squad-based tactical ops, and this time things run a little bit more smoothly. Entertaining stuff.

TONY HAWK'S PRO SKATER 3 — 87
ACTIVISION NGC/67
Mental grinds and stunts backed up by a mountain of extras and vast skate parks – if you haven't tried *Hawk's*, do it now.

TONY HAWK'S PRO SKATER 4 — 85
ACTIVISION ■ NGC/75
No time limits and some great RPG elements and minigames complement the larger areas in *TH4* – a well-tweaked fourquel.

TONY HAWK'S UNDERGROUND — 79
ACTIVISION ■ NGC/88
For a series that's been running so long, the latest Hawk's lacks visual polish but the Story mode's been massively improved.

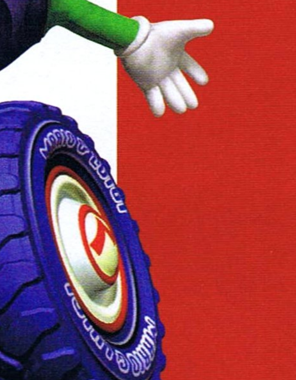
TOP ANGLER — 35
XICAT ■ NGC/81
Generic fishing game, predictably involving bass, that doesn't even get the basics of its limited genre right. Tiresome.

TOP GUN: COMBAT ZONES — 71
VIRGIN ■ NGC/72
Wingman-being movie-based flyboy antics. GC's only flight 'sim' – pretty challenging, but we recommend you try it first.

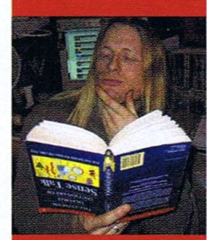
TY THE TASMANIAN TIGER — 60
EA ■ NGC/76
An average platformer with an Antipodean twist. It's a solid example of the genre but nothing more or less.

TUROK EVOLUTION — 71
ACCLAIM ■ NGC/73
Relatively disappointing dino-hunting FPS sequel. Not as bad as *Turok 3* on N64, but serious niggles let the series down badly.

TRUE CRIME: STREETS OF LA — 75
ACTIVISION ■ NGC/88
Looks great, but some of the gameplay's fiddlier than a violinists' convention. As close as you'll get to *GTA* on 'Cube.



PAUL'S SENSE QUOTES



TACTICS
Never interrupt your enemy when he is making a mistake.
Napoleon Bonaparte

COMMON LAWS
If toast always lands butter-side down, and cats always land on their feet, what happens if you strap toast on the back of a cat and drop it?
Steven Wright

LIFE HELP
You can't leave footprints in the sands of time if you're sitting on your butt. And who wants to leave buttprints in the sands of time?
Anonymous

YOU DID WHAT?..
I invented the internet.
Al Gore

KEEP 'EM GUESSING
The dumber people think you are, the more surprised they're going to be when you kill them.
William Clayton

Do you have more 'sense' than our Sense Master Paul Edwards? Probably! He wants your Sense Talks, mate! Send them to him at paul.edwards@futurenet.co.uk or to Sense Talk at the usual address.

UFC THROWDOWN — 51
UBI SOFT ■ NGC/73
Highly amusing freestyle thump-fest, where you lead your oily, grunting man to victory in some Greek-style athletic contest.

UNIVERSAL STUDIOS — 24
KEMCO ■ NGC/67
Anyone who makes a game that has you picking up rubbish should be shot, stuffed into a suitcase and hurled into the sea.

V-RALLY 3 — 68
ATARI ■ NGC/82
Speedy rallying game that wouldn't be so much of a drag if they'd concentrated on the basics first. Like, er, the steering.

VIRTUA STRIKER 3 V2002 — 55
ATARI ■ NGC/69
Nice to look at, horrible to play. Rubbish AI and unwieldy controls make for a bobbins game of footie.

WALLACE & GROMIT IN PROJECT ZOO — 70
ACCLAIM ■ NGC/87
Recreates the plasticene duo's flexible world brilliantly. Only a few fiddly sections let this youngsters' platformer down.

WARIO WORLD — 86
NINTENDO ■ NGC/83
The purple-nosed anti-Mario gets his own game. A funtastic, surreal frenzy of lowbrow humour and monster-hitting. Waah!

WORMS BLAST — 63
UBI SOFT ■ NGC/74
Annelids go to war (again). Kinda like *Bust-a-Move* in a puzzly-action kind of way, except this isn't anywhere near as good.

WRECKLESS THE YAKUZA MISSIONS — 51
ACTIVISION ■ NGC/75
Drive around like a lunatic and smash up cars and anything else that gets in your way. Sub-*Burnout* road-accident nonsense.

WWE CRUSH HOUR — 43
THQ ■ NGC/83
Those magnificent greasy men drive magnificent greasy fighting machines for some unlikely *Vigilante 8*-style 'thrills'.

WWE WRESTLEMANIA X8 — 70
ACTIVISION ■ NGC/72
Okay wrestler, but with nothing particularly new and a way-too-familiar engine. But if you insist on buying these things...

WWE WRESTLEMANIA XIX — 68
ACTIVISION ■ NGC/85
Clumsy interface, limited CAW parts and irritating Story mode. Still, it'll sell by the shedload, no matter what its flaws are.

XIII — 86
UBI SOFT ■ NGC/88
A flawed gem of a shooter. Rock-hard in places, with wonderful set pieces and brilliant comic-book-style graphics.

X-MEN: NEXT DIMENSION — 55
ACTIVISION ■ NGC/75
Duller than dishwater. Fighting-by-numbers stuff that offers very little of interest. Total waste of a pretty cool licence, too.

X-MEN 2 WOLVERINE'S REVENGE — 64
ACTIVISION ■ NGC/82
Is he a man? Is he a wolf? Is he a genetically engineered super-soldier with hillbilly hair? Fighting with the clawed X-Man.

ZOOCUBE — 50
ACCLAIM ■ NGC/71
Puzzle game involving a rotating mouth that sucks animal genitals and goes 'moo', 'oink', 'roar', 'quack' and 'wah!'

EXPERT TIPS, TOUGH CHALLENGES, TRIVIA AND MORE

NGC EXTENDED PLAY

DON'T MISS...



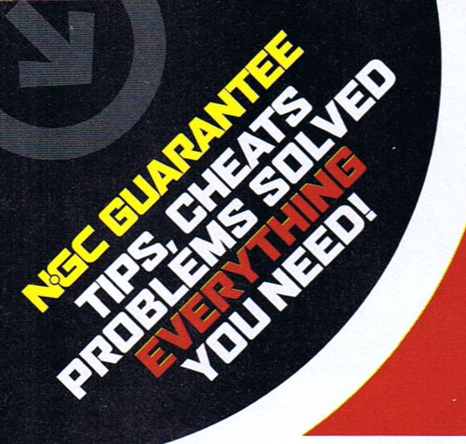
Think your *Mario Kart* times were fast? See how they stack up against the rest... P96

CONTENTS

A concise guide to the informative guts within...

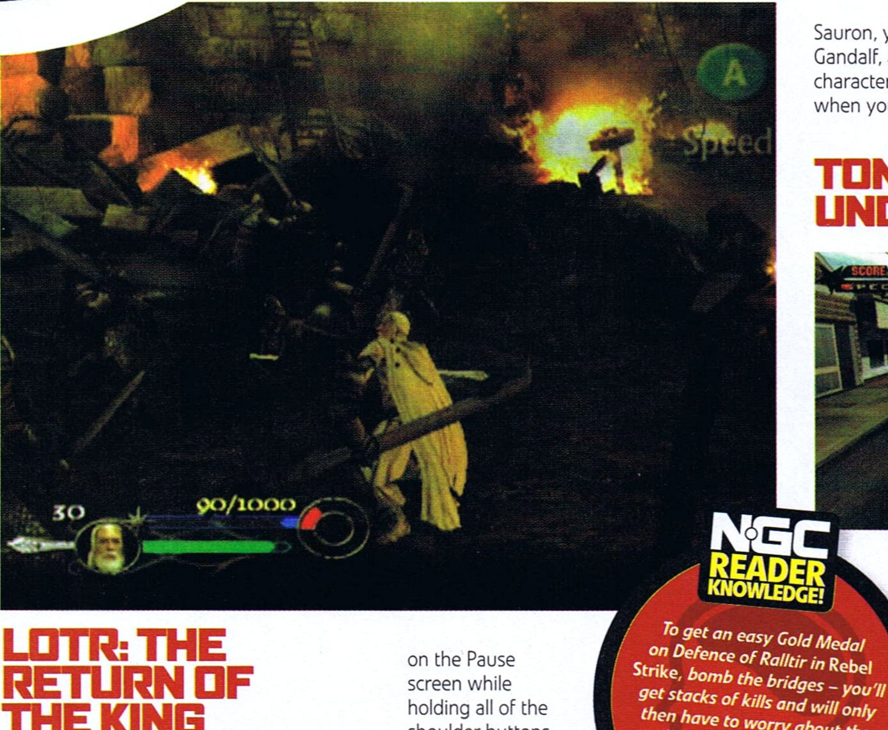
△ MAILBOX: See, even top games designers like Sonic Team's Yuji Naka love NGC. We love you too, Naka-sensei!

TIPS EXTRA: The tips you need for the games you're playing – we won't drown you in tips for dross.



THE TIPS YOU NEED FOR THE GAMES YOU'RE PLAYING...

TIPS EXTRA



LOTR: THE RETURN OF THE KING

1000 EXPERIENCE
Go to the Pause menu. Hold all the shoulder buttons. Press the following buttons to receive 1,000XP for that character.

ARAGORN
Up, X, Y, A

GIMLI
B, B, Y, A

LEGOLAS
A, Y, Up, A

SAM
Y, A, Down, A

GANDALF
B, Y, Up, Down

FRODO
Down, Y, Up, Down

AFTER GAME CHEATS
After you have completed the game for the first time, you can enter these cheat codes on the Pause screen while holding all of the shoulder buttons.

ALL UPGRADES
Up, Down, Y, X

INFINITE MISSILES
X, X, Down, B

ALWAYS DEVASTATING
Y, Up, Y, Down

INVULNERABILITY
X, B, X, Up

PERFECT MODE
B, Down, Y, A

TARGETING INDICATOR MODE
Down, B, Up, X

SECRET CHARACTERS
To unlock the games secret characters, simply complete the game once.

SECRET STAGES
To unlock Palantir of Saruman, you must complete the game. To unlock Palantir of Sauron, you must be level 10 with Sam, Gandalf, and one of the three playable characters for the other set of missions when you complete the game.

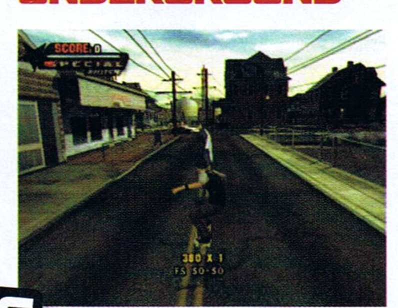




NGC READER KNOWLEDGE!

To get an easy Gold Medal on Defence of Ralltir in Rebel Strike, bomb the bridges – you'll get stacks of kills and will only then have to worry about the AT-ATs roaming around.
John Jeffrey, Johannesburg.

TONY HAWK'S UNDERGROUND



UNLOCK GENE SIMMONS AND SECRET LEVEL
Finish the story mode in normal difficulty. You will get Gene Simmons from KISS and the "Hotter than Hell" level. In the "Hotter than Hell" level, if you collect the letters K-I-S-S, you will unlock a short video of a KISS concert. Then if you collect them again, KISS will perform a live concert.

UNLOCK T.H.U.D.
Beat the story mode on sick difficulty to unlock T.H.U.D.

UNLOCK PEDESTRIAN SKATERS
Find every Gap in the game (including in the hidden levels).

UNLOCK OLD SKOOL LEVEL: SCHOOL 2
In the New Jersey level, go to the train station. Where the rails are, on the left ramp in the middle column there is an item high above the ramp. Take the rail down to the ramp to get more speed so you can reach the item. (Or, climb on top of the awning which looks like a little white ledge, and walk along it and around the corner.) Get the item to unlock the School 2 level.

UNLOCK OLD SKOOL LEVEL: VENICE
In the Hawaii level, find the tiki statue. Jump into its mouth and ride down the tunnel to the end. Get the item to unlock Venice.

UNLOCK OLD SKOOL LEVEL: HANGAR
Go to Moscow and find the brown building near the tanks. Go around until you see the side where it is connected to X-mas lights. Climb up and grind the ledge toward the big building opposite of the tanks and jump into a window. Inside is the item that unlocks the level.

MOON GRAVITY CODE
Enter getitup at the cheat menu.

PERFECT MANUAL
Enter keepitsteady at the cheat menu.

PERFECT RAIL BALANCE
Enter letitslide at the cheat menu.

UNLOCK IRON MAN
Beat the story mode to unlock Iron Man from Marvel comics.

ROGUE SQUADRON 3 REBEL STRIKE



ACE MODE
Enter WHATTHE? at the passcodes screen.

EASY MODE
Enter WIMPIAM! at the passcode entry screen.

FREEPLAY CODE
Enter FREEPLAY at the password screen to get free tokens for the arcade machine.

UNLOCK ARCADE GAME
Enter RTJPFC!G, then TIMEWARP on the passcodes screen.

UNLOCK CREDITS
Enter LOOKMOM! at the passcodes screen.

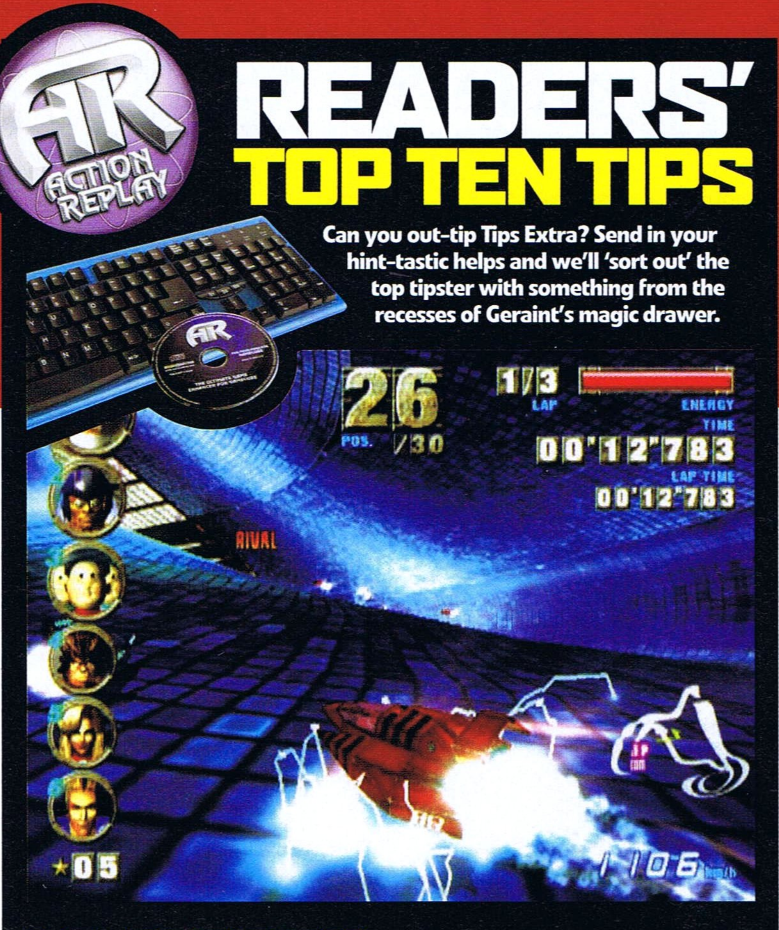
UNLOCK DOCUMENTARY
Enter THEDUDES at the password screen to unlock the documentary.

UNLOCK JEDI STARFIGHTER
To unlock the Jedi Starfighter, earn silver medals on all missions and bonus missions.

UNLOCK MUSIC HALL
Enter HARKHARK at the passcodes screen.

UNLOCK SLAVE I
Get bronze medals on all missions.

UNLOCK TIE HUNTER
Obtain a gold medal on all missions to unlock the TIE Hunter in the hangar.



READERS' TOP TEN TIPS

Can you out-tip Tips Extra? Send in your hint-tastic helps and we'll 'sort out' the top tipster with something from the recesses of Geraint's magic drawer.

1. F-ZERO GX

Fly

Pick a light vehicle and enter a level with gaps. Run off a ramp, fall through a hole, whatever. As soon as you leave the floor, wrench EITHER left on the analogue stick and L, OR right on the analogue stick and R to start spinning upwards. It's funny!
David Tucker, Reading

2. REBEL STRIKE

TIE died
Do the Imperial Academy Heist level in co-op mode, in the daytime; steal the Imperial shuttle but don't go to the rendezvous point. Instead, steal the TIE. The person who was manning the turret will still be in the turret but firing out of the front of the TIE (they can't see anything because the TIE is in the way).
Luke Pierce, Crowthorne

3. SOUL CALIBUR 2

In the link
On any mission where there isn't a wall, pick Rinkydink and, when the fight starts, run to the edge. When your opponent follows, throw him with guard+A for a quick ring-out.
Chris Morrison, Bromley

4. HITMAN 2

Hit run
Instead of running while being shot at, tap the control stick fast and 47 will seem to float at the speed of running, while making the sound of walking!
Lee Fung, Farnborough

5. SOUL CALIBUR 2

Early attack
When your opponent does a horizontal atttack, do a vertical one straight away; it will knock the attack away, leaving you ready to smack him in the face.
Jamie Chalmers, Hitchin

6. TIMESPLITTERS 2

Innocent slaughter
Choose the Chicago level on Easy and kill at least 100 innocent civilians. Then play any custom arcade game and you'll be given the Brutality award.
Frank Kuipers, Netherlands

7. F-ZERO GX

Easy turn
Hold down L and R as the game loads and you'll be constantly in Power Turn mode. Sorted!
Daniel Todesco, Rickmansworth

8. RESIDENT EVIL ZERO

Life's a leech
If you're low on ammo when fighting the Queen Leech, try getting in front of it and running into its face. It will keep walking but won't get anywhere, giving Rebecca time to turn the handle. Billy will need some herbs though…
Stephen Goode, via email

9. REBEL STRIKE

Bombed
On the 'Raid at Bakura' level, when you're flying the TIE Bomber down on the planet, target multiple gun turrets before releasing the fire button. When approaching turrets on bridges lock onto the gun on the far left then flick the analogue along the bridge to the right and you'll take out all four guns.
Rick Lee, Hull

10. ZELDA: WIND WAKER

Arrowsmith
If you miss an enemy using the bow, and your arrow hits the wall, walk up to the arrow and Link will pick it up.
Andrew Nizinskyj, Barnsley





Performing tracheotomies just for, y'know, fun. Without anaesthetic.

Dr Kitts,
How do I unlock the AX vehicles that I know are hiding in *F-Zero GX*?
M. R. Dink, Slough

Dr Kitts runs a cheesegrater over his forehead until he can't see through the blood.
Did you not read your free F-Zero Pilot's Handbook we gave away with issue 86? Geraint sweated blood writing it. Actual blood. Anyway, here you go: finish the following Story mode chapters on Very Hard to get the appropriate vehicle:
Chapter 1: Rainbow Pheonix
Chapter 2: Spark Moon
Chapter 3: Rolling Turtle
Chapter 4: Fat Shark
Chapter 5: Cosmic Dolphin
Chapter 6: Silver Rat
Chapter 7: Pink Spider
Chapter 8: Bunny Flash
Chapter 9: Groovy Taxi

Dr Kitts,
I've completed Weapon Master mode twice in *Soul Calibur* but I just can't find Lizardman! How do I unlock him?
Darren White, Manchester

Dr Kitts pokes an area of exposed brain with a sharpened pencil, causing the patient's leg to kick uncontrollably. He smiles, scribbling indecipherable diagrams on a wipe-clean board.
Right, then. You've probably not got the requisite experience and are looking in the wrong place. Once you're at level 72 or above, go back to chapter 4 and replay stage 3. This will unlock subchapter 2 and a brand new set of stages – complete the whole subchapter and Lizardman will be available for you to play with as a multiplayer character. Otherwise he's only available for Practice mode and unfortunately he doesn't have a moves list. He's a Sophitia clone, though, and has a very useful headbutt move. Yes.

Dr Kitts,
Is there any worth to playing the training mode in *Rebel Strike*? I've noticed that it has different times of day depending on when you play it. But it's pretty boring.
S. McDoomaker, Huntley

Dr Kitts pulls the hair off the walls, nodding to himself.
If you complete the training mode at all four times of day, you'll unlock the Naboo Starfighter, just like in Rogue Leader. But it's a much more tedious experience this time around and it's incredibly time-consuming. It's probably better to go for a walk and get some fresh air, or enrol on my own personal training scheme…





We've got the codes! In the bank. Yes. Here they are. (Runs).

STAR WARS ROGUE SQUADRON 3: REBEL STRIKE



Master Code
W5MG-T4KF-Q87GY
F5EH-VZV9-1JXG0
TZPF-F646-VB6YU
G9VU-44CB-6MBX9
VKTY-E0RZ-G7NWJ
0DNQ-526F-8HE76
D18K-1U98-MR920
8ZJP-57U9-7HC8B

Infinite Secondary Weapons 'B'
62A7-6545-7ECH4
3YXD-AZ3B-AEJ93
HVJR-2GZA-REZRK
ZKEJ-RN49-HZ47R
E4N8-HNV0-XEE58
0DQR-A5MP-YENGW

Infinite Shields
EQ4P-4TFQ-YDXMA
YP0P-4PXW-TY9D4
E9B5-GNP3-JN639
9VMT-P7EQ-ZV5JZ
2CU6-N85C-7NUMK
HZJN-243H-UYATC

F-Zero GX
Master Code
UPX7-KZR3-YG68K
4UHJ-9KU0-44NJ1
HJJK-Z4PD-4NQF7
NKY9-Q3E4-GZ7B9
4ZKH-WRYX-6BM6U
JG1W-J4ZJ-F8Q41
JNQV-KG77-U9UWH
WBZ6-0YUZ-X493V
FYET-TGD1-VXWCW
9JH7-NW8H-5EWY5

Infinite Health
H0OP-268J-7NTGD
9VER-C7KM-ZA0J3
07FU-DQEJ-25R5W

All Vehicles Unlocked
EPZF-XPPP-M9R24
BPXE-BZMX-N4MEJ
U8T6-J0FM-VMVCW
GVNE-9VME-BWG4A
Z5H1-F589-R903T
Infinite Tickets
PTTZ-2PX1-ZKFPR
DPQ6-6VAJ-9R917
5MVB-M68E-KC97Z

Unlock All Story Mode Levels
YGNW-MA5V-C1P79
QB53-3RQ7-1MX0W

All Custom Parts Available
TNPX-50Q9-C0RXD
7EAY-FQZZ-2PC4P
GJ03-RWVV-270KZ
JQP2-4Y4Q-Y2N3X
MGCT-7RVN-M8GP8
VTNR-QACQ-7RBPK
T2WQ-NF56-RK6F8
FRNU-GJ7P-G8PBN
A4RP-U03J-RHA6D

VIEWTIFUL JOE



Master Code
40GY-R3VX-8DVJ5
XHHU-AU07-YWG7Q

Have Max/Infinite Health
5TJ0-56NV-ACXPB
5Y24-70XD-R0C1U

Have Max Health(Not Infinite)
E0VF-7MEZ-8Z3NN
BQ73-ACD3-TM2A7

Have Max/Infinite VFX Power
V06M-E20T-XNM5X
FXWM-C2PJ-4HA7T

Have Max VFX Power(Not Infinite)
WNTZ-QF4W-399DB
T59P-38TX-T2G16

Have Infinite Lives
HYTA-JCZN-Z2WWK
WP2R-7PPP-1Q6E1
Have Max V-Point
Y9ZH-7N3T-MFPVT
0FXB-A2H2-P8WVH

Have Multi Jumps
D49Z-RMA8-1KVZW
UJXA-P34R-TG01A

Press Z For Moon Jump
HE4X-3JVC-PH6UV
279V-07E7-J1JA6

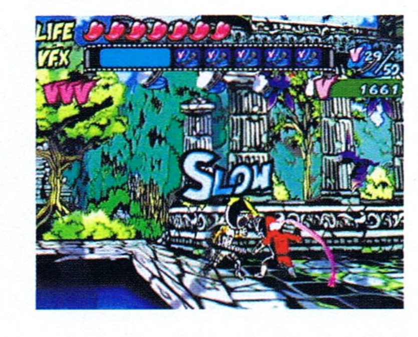
QURB-2E0J-YQUY2

All Characters And Modes Unlocked
VGVZ-URVV-H3E0C
5C5G-8J7K-DAAJP

Have 99 Shocking Pink Bombs And Voomerangs
3UUZ-H7RM-HRK9G
9A0J-CR8Y-85YHA

Always Start On Take 2
6YPE-G3Q9-4Q1C8
79KM-X9B3-4F6HX

Have All VFX Moves
929N-2KAP-W9R6J
RQP5-UCKA-B4C5U



NGC YOUR TOP TIPS

YOUR TOP TIPS SHARE THE KNOWLEDGE AND BAG YOURSELF A PRIZE...

HERE'S MY TOP TIP...

IT'S FOR

AND THIS IS HOW IT WORKS

Found an interesting tip, secret or quirky thing in one of your games? Send it into us immediately! Each month we'll stick the best into our Readers' Tips section. If your tip is the number one readers' tip, we'll send you a luvverly prize. Good, huh? But don't send us cheat codes from the net. Quirky!



Name ....

Address ....

...............Postcode

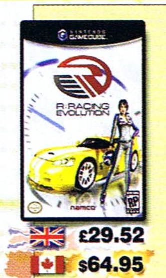
Send to:
TIPS EXTRA, **NGC**, 30 Monmouth Street, Bath, BA1 2BW or e-mail ngc@futurenet.co.uk

If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room. Or just buy two copies of the mag. That way you can keep a spare copy in the khazi, to help focus your mind.

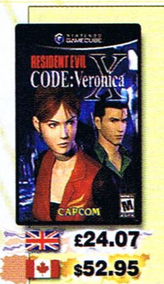


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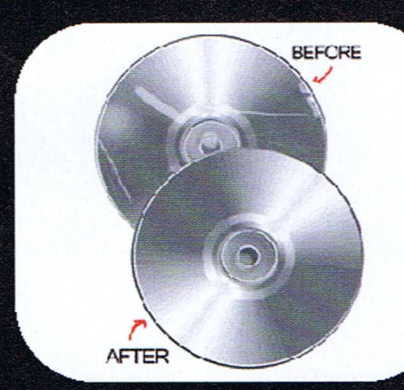
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IMPORTANT!

When you send in your entry for these challenges, please send us VIDEO ONLY. This is because a cheat allowing people to stop the in-game timer is now available. We need to see everyone's runs to make sure there's no monkey business. If you want to enter I'm The Best (p98) too, you can send your entry on the same tape, just list all the challenges you're entering on a sheet of paper.

WE SET YOU THE CHALLENGE – NOW WE'RE RAISING THE STAKES. HAVE YOU GOT THE SKILLZ TO TAKE ON THE GANG?

MUSHROOM KINGDOM KART CHAMPIONSHIP

ENTER TODAY!

This is your chance to claim fame and glory as Britain's premier *Mario Kart* player. It's your opportunity to prove your skills to the world by sending us your best Time Trial times for the first four cups.

On the opposite page you'll see the current leaderboards. We've included some suggested target times – beat these and you're on the right track. We'll need video evidence of your Time Trial records as proof (see p103 for details of how to do this).

We'll be running the Championship over the next four issues (dependant on the volume of entries, we might extend this for an issue or two).

At the end of the season, all the individual course winners will be rewarded, with the overall winner (the person occupying most first places at the time) receiving the lovely metallic Championship Cup.

Send all entries to:
Mushroom Kingdom Kart Champ.
NGC
30 Monmouth Street
Bath
BA1 2BW





THE LEADERBOARD

MONTH 1: EARLY DRIVERS

MUSHROOM CUP

LUIGI CIRCUIT	TARGET 1:30:322
1 John Potter Essex	1:23:947
2 Andrew Mills Dundee	1:24:775
3 Ryan Wilkinson Oxford	1:28:735
4 Toby Everill Oxford	1:29:831
5 Paul Blunt Nottingham	1:36:523
6 Karl Frogmore Leeds	1:37:402
7 Martin Kitts NGC	1:37:880
8 Simon Starkey Somerset	1:38:565
9 David Gruber Norwich	1:38:760
10 Miriam McDonald NGC	1:49:296

PEACH BEACH	TARGET 1:25:125
1 Andrew Mills Dundee	1:17:523
2 John Potter Essex	1:17:654
3 David Holliss Romford	1:21:952
4 Toby Everill Oxford	1:24:590
5 Martin Kitts NGC	1:29:854
6 Paul Blunt Nottingham	1:30:678
7 Karl Frogmore Leeds	1:31:342
8 David Gruber Norwich	1:31:715
9 Simon Starkey Somerset	1:32:026
10 Miriam McDonald NGC	1:42:625

BABY PARK	TARGET 1:15:037
1 John Potter Essex	1:09:604
2 Andrew Mills Dundee	1:10:236
3 Jes Bickham Baldy Towers	1:11:754
4 Toby Everill Oxford	1:12:337
5 Paul Blunt Nottingham	1:13:220
6 Geraint Evans NGC	1:14:169
7 Karl Frogmore Leeds	1:15:850
8 David Gruber Norwich	1:18:054
9 Martin Kitts NGC	1:19:260
10 Simon Starkey Somerset	1:23:804

DRY DRY DESERT	TARGET 1:57:085
1 John Potter Essex	1:49:763
2 Andrew Mills Dundee	1:55:052
3 Toby Everill Oxford	2:04:898
4 Ryan Wilkinson Oxford	2:07:422
5 Paul Blunt Nottingham	2:09:145
6 Geraint Evans NGC	2:11:085
7 David Gruber Norwich	2:11:966
8 Simon Starkey Somerset	2:12:880
9 Karl Frogmore Leeds	2:13:836
10 Miriam McDonald NGC	2:23:542

FLOWER CUP

MUSHROOM BRIDGE	TARGET 1:40:732
1 Andrew Mills Dundee	1:29:966
2 David Holliss Romford	1:33:550
3 Ryan Wilkinson Oxford	1:36:450
4 Paul Blunt Nottingham	1:37:534
5 Toby Everill Oxford	1:37:850
6 Karl Frogmore Leeds	1:38:282
7 Simon Starkey Somerset	1:43:336
8 David Gruber Norwich	1:43:890
9 Michael Grey Exeter	1:44:840
10 Miriam McDonald NGC	1:51:290

MARIO CIRCUIT	TARGET 2:00:915
1 John Potter Essex	1:31:321
2 Andrew Mills Dundee	1:42:205
3 Toby Everill Oxford	1:50:584
4 Ryan Wilkinson Oxford	1:55:535
5 Paul Blunt Nottingham	1:57:820
6 Martin Kitts NGC	2:03:915
7 Karl Frogmore Leeds	2:05:898
8 David Gruber Norwich	2:07:856
9 Simon Starkey Somerset	2:08:374
10 Miriam McDonald NGC	2:12:016

DAISY CRUISER	TARGET 2:09:080
1 John Potter Essex	1:51:992
2 Andrew Mills Dundee	1:59:590
3 Toby Everill Oxford	2:11:426
4 Ryan Wilkinson Oxford	2:12:874
5 Geraint Evans NGC	2:14:080
6 Paul Blunt Nottingham	2:14:675
7 Simon Starkey Somerset	2:15:324
8 David Gruber Norwich	2:15:760
9 Karl Frogmore Leeds	2:16:248
10 Miriam McDonald NGC	2:21:954

WALUIGI STADIUM	TARGET 2:06:426
1 Andrew Mills Dundee	1:57:105
2 John Potter Essex	1:59:290
3 Toby Everill Oxford	2:04:926
4 Ryan Wilkinson Oxford	2:07:295
5 Paul Blunt Nottingham	2:08:876
6 David Gruber Norwich	2:09:320
7 Martin Kitts NGC	2:10:426
8 Karl Frogmore Leeds	2:10:935
9 Simon Starkey Somerset	2:11:235
10 Miriam McDonald NGC	2:31:884

STAR CUP

SHERBERT LAND	TARGET 1:39:118
1 John Potter Essex	1:24:699
2 Andrew Mills Dundee	1:27:872
3 Toby Everill Oxford	1:37:260
4 Ryan Wilkinson Oxford	1:40:375
5 Geraint Evans NGC	1:43:118
6 Karl Frogmore Leeds	1:43:598
7 Paul Blunt Nottingham	1:44:258
8 Michael Grey Exeter	1:44:964
9 Simon Starkey Somerset	1:45:566
10 David Gruber Norwich	1:46:724

MUSHROOM CITY	TARGET 1:59:971
1 Andrew Mills Dundee	1:46:700
2 John Potter Essex	1:50:406
3 Toby Everill Oxford	2:00:540
4 Ryan Wilkinson Oxford	2:01:222
5 Geraint Evans NGC	2:01:971
6 Paul Blunt Nottingham	2:02:358
7 Karl Frogmore Leeds	2:04:730
8 Michael Grey Exeter	2:06:762
9 David Gruber Norwich	2:07:590
10 Simon Starkey Somerset	2:08:998

YOSHI CIRCUIT	TARGET 2:21:527
1 Andrew Mills Dundee	1:51:702
2 John Potter Essex	1:59:119
3 Toby Everill Oxford	2:08:126
4 Ryan Wilkinson Oxford	2:14:168
5 Paul Blunt Nottingham	2:20:118
6 Martin Kitts NGC	2:23:527
7 Karl Frogmore Leeds	2:24:135
8 David Gruber Norwich	2:24:875
9 Simon Starkey Somerset	2:25:330
10 Michael Grey Exeter	2:26:855

DK MOUNTAIN	TARGET 2:11:998
1 John Potter Essex	2:12:303
2 Andrew Mills Dundee	2:17:552
3 Toby Everill Oxford	2:30:212
4 Ryan Wilkinson Oxford	2:32:927
5 Geraint Evans NGC	2:34:998
6 Paul Blunt Nottingham	2:35:852
7 Karl Frogmore Leeds	2:36:218
8 Simon Blunt Somerset	2:37:580
9 Michael Grey Exeter	2:38:124
10 David Gruber Norwich	2:39:475

SPECIAL CUP

WARIO COLOSSEUM	TARGET 2:28:776
1 John Potter Essex	2:18:886
2 Andrew Mills Dundee	2:25:395
3 Toby Everill Oxford	2:32:765
4 Paul Blunt Nottingham	2:33:180
5 Ryan Wilkinson Oxford	2:34:550
6 Geraint Evans NGC	2:37:776
7 Karl Frogmore Leeds	2:39:240
8 David Gruber Norwich	2:42:536
9 Simon Starkey Somerset	2:43:098
10 Michael Grey Exeter	2:43:448

DINO DINO JUNGLE	TARGET 2:15:064
1 John Potter Essex	2:00:660
2 Andrew Mills Dundee	2:04:990
3 Toby Everill Oxford	2:19:685
4 Ryan Wilkinson Oxford	2:20:822
5 Geraint Evans NGC	2:22:640
6 Paul Blunt Nottingham	2:24:082
7 Karl Frogmore Leeds	2:25:550
8 David Gruber Norwich	2:29:521
9 Michael Grey Exeter	2:30:242
10 Simon Starkey Somerset	2:31:778

BOWSER'S CASTLE	TARGET 3:03:233
1 Andrew Mills Dundee	2:43:135
2 John Potter Essex	2:44:139
3 Toby Everill Oxford	2:59:990
4 Ryan Wilkinson Oxford	3:07:590
5 Paul Blunt Nottingham	3:11:128
6 David Gruber Norwich	3:16:856
7 Geraint Evans NGC	3:24:233
8 Karl Frogmore Leeds	3:25:940
9 Simon Blunt Somerset	3:26:368
10 Michael Grey Exeter	3:26:964

RAINBOW ROAD	TARGET 3:20:135
1 John Potter Essex	3:15:907
2 Andrew Mills Dundee	3:17:204
3 Ryan Wilkinson Oxford	3:37:784
4 Geraint Evans NGC	3:39:135
5 Paul Blunt Nottingham	3:40:598
6 Karl Frogmore Leeds	3:42:270
7 David Gruber Norwich	3:45:224
8 Simon Blunt Somerset	3:45:790
9 Michael Grey Exeter	3:45:230
10 Miriam McDonald NGC	4:07:352



AND NOW… WITNESS THE DESTRUCTIVE POWER OF THESE ARMED AND FULLY OPERATIONAL GAMING LEAGUES!

I'M THE BEST

WIN!

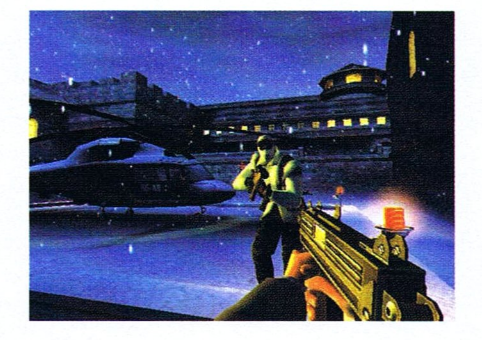
More videos and photos barrelled into the **NGC** office, and we've had a splendid time looking through your latest I'm The Best entries. Kittsy, in particular, has enjoyed watching your entries for last month's Bodies Art challenge, giving us all a running commentary on people's techniques for spelling with the dead. "They should shoot the limbs to refine the shapes of the letters," he groused, adding, "you have to use some artistic sense. Look at mine, I've got seriphs on mine." Only Lewis Voigtländer-Ford and Steve Brooks came in for praise – Martin regarded Lewis' bunch of flowers providing the dot for his girl-corpse 'exclamation mark' as an "extremely nice touch" and was most impressed with Steve's use of a fire axe as an apostrophe. Sickos, the three of 'em.

Virtual Reality You is on hiatus this month. We love seeing your pics – Eskil Vestre, Rex McGee and Matthew Pellett are three notable stars who have kept us (and, on occasion, security guards at train stations and in Tesco) entertained for months. But this time, we're stretching your creativity rather than testing your humiliation threshold. Besides, we've run out of toys in the office. Playing with Ray Liotta's exposed brain isn't as much fun as it used to be, so we're asking you to fill in the gaping hole in our lives by giving us a whole production line's worth of robots.

MISSION IMPOSSIBLE!



Largely because our poor, throbbing heads could no longer brook the biting, handbag fights and bitter complaints it engendered, and also because it was rubbish, we've replaced the tired and ailing Star Performance with Mission Impossible. Your mission? To follow our instructions to the letter, however keeerazy they may be. And it could be anything. We've lowered the points for this so that we could award them to every correct entry, not just the first one we get…



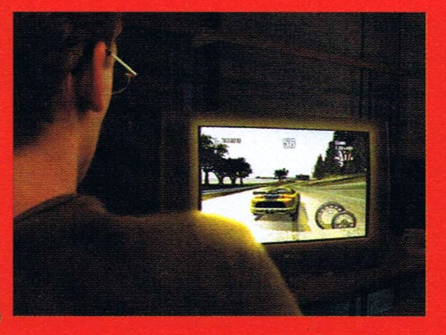
THIS MONTH YOU COULD BOIL AN EGG…

How long does it take to boil an egg? Three minutes. And how long are we giving you to complete *James Bond 007 in… Nightfire's* Alpine Escape level? Three minutes. That may not sound too difficult, but there are some conditions for you to meet. We don't care how much health you lose, or if you collect all the Bond Moves or 007 Bonus tokens as you belt through the snow, but you must manage it with 100% accuracy. There are 51 enemies for you to take out during the level.

In the event of no-one managing this challenge, the person with the fastest time – still managing 100% accuracy, mind – will receive **20 points**. Otherwise, everyone who completes the challenge will receive 20 points. **Send us videotaped evidence of your entire run by the 23rd January 2004.**

BEAT THE BEST!

Come and have a go if you think they're hard enough! This is how you turn your talent into a shot at a stonking prize.



1 Ditch your family, ignore your friends and practise until you have achieved perfection. But not beyond the cut-off date. That'd be dim.



2 Get a score above our 'To Qualify' minimum – you don't have to beat the top 5. Gather the evidence (video/photo) and send it to us.



3 Wait an issue or two and see where your score gets you. The more challenges you nail, the higher you climb in the table…

NEW

I'M THE BEST

The Best just got even Better…

MARIO KART: DOUBLE DASH!!





TOUR DOMINATOR

WE WANT You to win by as many points as you can on the All Cup Tour.
THE LAW One racer, 150cc. You can pick any characters/vehicles.
TO QUALIFY 30 point lead
EVIDENCE We need video now, as timer-stopping cheats are out.
POINTS 45

1	154 (nearest 114)	Matthew Pellett, Spalding
2	153 (nearest 110)	Mark Puddifoot, Swindon
3	151 (nearest 118)	Ewan McKenzie, Dumfries
4	???	Your name here Next month!
5	???	Your name here Next month!

HEAVY RIDER

WE WANT Best time on Yoshi Circuit using DK and Bowser
THE LAW Must be in 150cc GP.
TO QUALIFY Time of 2:10:000 with 30 points (20 points from previous two races, +10).
EVIDENCE Video, so we know you're not stopping the timer.
POINTS 30

1	2'08"798	Ewan McKenzie, Dumfries
2	2:09:209	Mark Puddifoot, Swindon
3	2:09:341	Matthew Pellett, Spalding
4	???	Your name here Next month!
5	???	Your name here Next month!

SOUL CALIBUR 2





TIME ROTH

WE WANT Your fastest time for the standard Time Attack.
THE LAW You must use Astaroth, and you're not allowed to play the 'Extra' version of the mode.
TO QUALIFY 5 minutes
EVIDENCE A snap of the Time Attack ranking screen.
POINTS 25

1	2'15"66	Matthew Pellett, Spalding
2	2'24"48	Lewis Voigtländer-Ford, Milton Keynes
3	2'38"56	Rex McGee, Trowbridge
4	3'54"18	Peter Bottomley, Cheshire
5	3'58"84	Tom Holloway, Cowes



CHAIN IMPACT

WE WANT You to Guard Impact as many attacks as you can.
THE LAW If you're hit, thrown or do a standard guard, it's over.
TO QUALIFY 10 consecutive GIs
EVIDENCE Video of the opening bout of Arcade mode, including the selection of the mode.
POINTS 35

1	???	Your name here Next month!
2	???	Your name here Next month!
3	???	Your name here Next month!
4	???	Your name here Next month!
5	???	Your name here Next month!

To spice things up a bit, you'll notice that we've also included extra Random Challenges – which can be related to games, or be completely whimsical. Again, fulfil our wishes to the letter and points will be yours. Simple. There's even a Spot the Ball competition (but we've replaced it with everyone's favourite PR robot this month). Keray-zee…

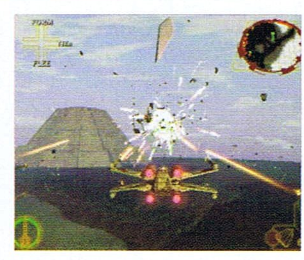
VIRTUAL REALITY NO!

Feeling crafty?

THIS MONTH SHOW US YOUR BOT

No dressing up this month – we're giving you and the beleaguered security guards of Europe a reprieve. Instead, over this Christmas **we want you to make a Go-Sen robot. It doesn't have to work, but it must come with a press release written with Nintendo of Europe's distinctive style and flair.** Now, we know some naughty ITBers will send in any shoddy old effort, so every Go-Sen is guaranteed to win 10 points, even if it's made out of a cardboard loo roll tube and blu-tak. The ones made with extra care and attention – as judged by us – will get 70. All robots must be here to join the Go-Sen Hive by Friday 23rd January.

ROGUE SQUADRON III: REBEL STRIKE





ESCAPE FROM YAVIN

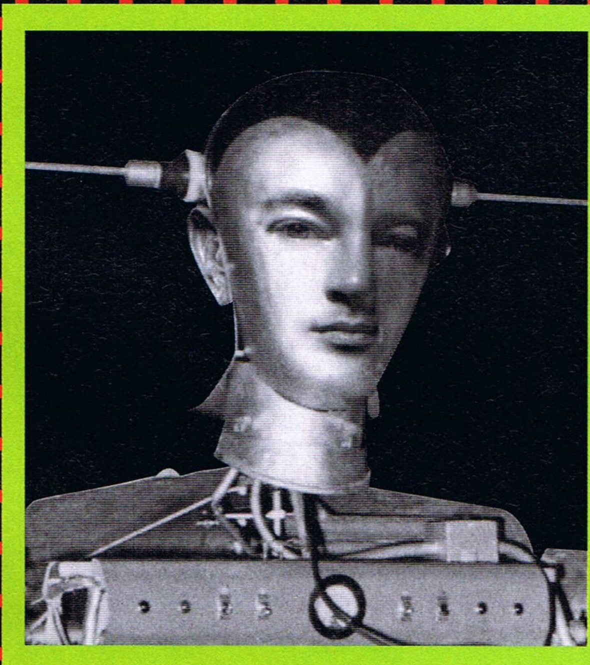
WE WANT Fastest time for Revenge of the Empire
THE LAW 120 kills minimum.
TO QUALIFY 5'00
EVIDENCE Pic of the level's record screen.
POINTS 20

1	???	Your name here Next month!
2	???	Your name here Next month!
3	???	Your name here Next month!
4	???	Your name here Next month!
5	???	Your name here Next month!

A-WING EXECUTOR

WE WANT As many kills as you can get on Attack on the Executor.
THE LAW You must get bronze.
TO QUALIFY 80
EVIDENCE Pic of results screen.
POINTS 30

1	???	Your name here Next month!
2	???	Your name here Next month!
3	???	Your name here Next month!
4	???	Your name here Next month!
5	???	Your name here Next month!



GET A HEAD ROBOT TOPPER

AREN'T WE NICE TO YOU?

Here's a lovely face for your Go-Sen robot, should you need one. Of course, you can make any face you like. We just thought this might help you out a bit, fleshy subcreatures.

SEND YOUR ENTRIES TO… I'M THE BEST, NGC MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

NEW!

I'M THE BEST

The Best just got even Better…

Bzzt:/...
I will//give
you a/silicon
implant>>madam
\\mudam..m

SUPER SMASH BROS MELEE



YOSHI BASHING

WE WANT Your fastest time on Event Match Lv 4, Dino Wrangling.
THE LAW Must use Roy. Yes, Roy. No lives lost either. How d'you fancy some of that, eh?
TO QUALIFY 45 seconds
EVIDENCE We need you to supply video footage of the entire bout, if you'd be so kind.
POINTS 20

1	[illegible].50s	**Matthew Pellett** Spalding
2	00.50s	**Ewan McKenzie** Dumfries
3	00.53s	**Rex McGee** Trowbridge
4	01.18s	**Simon Mason** West Parley
5	19.00s	**David Williamson** Bathgate



HAMMER TIME

WE WANT To see you get as many KOs as possible in a two-minute melee match. Shouldn't be too difficult. You're very good, you know…
THE LAW Hammer only item. V. High appearance. CPU lv1. Play as Kirby vs 3 Puffs in Eagle-Onett.
TO QUALIFY 10 KOs
EVIDENCE A video, please.
POINTS 25

1	12	**Simon Mason** West Parley
2	11	**Rex McGee** Trowbridge
3	11	**David Williamson** Bathgate
4	10	**Matthew Pellett** Spalding
5	10	**Ewan McKenzie** Dumfries

DAVID GOSEN'S INHUMAN GAMING EFFICIENCY DIRECTIVE

10111010101100101 10110… Pathetic descendants of monkeys, your puny meat brains are no match for wire and chip, and your inability to fight even inferior types of robots is proof of this.

In Viewtiful Joe, after completing the first mission and killing the bat, you are shown all your ratings for the mission. I am awarding 101.01 points to anyone who gets all (100%) 'rainbow V' ratings for that level.

As I pity you poor flesh-things, you may complete this task on any difficulty. It is possible to photograph the required screen, but you may also send video. Only evidence that arrives by the 23rd January complies with the directive.

F-ZERO GX



COSMO CARNAGE

WE WANT Your highest possible kill count on Cosmo Terminal.
THE LAW You must use the Golden Fox in the Grand Prix on Master difficulty and – get this – *win.*
TO QUALIFY 15 kills
EVIDENCE Video only, showing you selecting Master difficulty.
POINTS 35

1	???	**Your name here** Next month!
2	???	**Your name here** Next month!
3	???	**Your name here** Next month!
4	???	**Your name here** Next month!
5	???	**Your name here** Next month!



AEROPOLIS TIME ATTACK

WE WANT Your fastest race time down Aeropolis: Multiplex.
THE LAW You must use any original vehicle. No custom machines allowed.
TO QUALIFY 2'28"000
EVIDENCE A shot of the Time Attack ranking table. Warning: DO NOT use the time from your records data.
POINTS 30

1	2'01"917	**Matthew Pellett** Spalding
2	2'11"145	**Rex McGee** Trowbridge
3	2'19"346	**Steve Brooks** Broughton Astley
4	2'20"492	**David Williamson** Bathgate
5	2'24"480	**Lewis Voigtländer-Ford** Milton Keynes

FIFA 2004



GERAINT'S FANTASY

WE WANT You to thrash Cardiff City using Swansea City.
THE LAW No memory cards, default settings. That is Geraint's law, see.
TO QUALIFY 10 goal lead
EVIDENCE Video from the no mem card screen to the final result.
POINTS 30

1	?-?	**Your name here** Next month!
2	?-?	**Your name here** Next month!
3	?-?	**Your name here** Next month!
4	?-?	**Your name here** Next month!
5	?-?	**Your name here** Next month!

IKARUGA



ROBOT CHALLENGE #3

WE WANT Your highest chain on the third level.
THE LAW Surprisingly, there is no law. Use any difficulty you want. Go on, pick the easiest one…
TO QUALIFY 40
EVIDENCE A picture of the final results screen is fine.
POINTS 30

1	97	**Steve Brooks** Broughton Astley
2	96	**Phil "PH" Hughes** Cheshire
3	86	**Rex McGee** Trowbridge
4	42	**Peter Bottomley** Cheshire
5	42	**Lewis Voigtländer-Ford** Milton Keynes

CAPCOM VS SNK



COMBO EXHIBITION

WE WANT Your highest combo using any character.
THE LAW C-Groove, Ratio 4, and AC mode only. Combo can be executed in Training mode.
TO QUALIFY 22 hit combo
EVIDENCE Video of the combo in action.
POINTS 35

1	???	**Your name here** Next month!
2	???	**Your name here** Next month!
3	???	**Your name here** Next month!
4	???	**Your name here** Next month!
5	???	**Your name here** Next month!

BURNOUT 2



HEART BREAK TRIAL

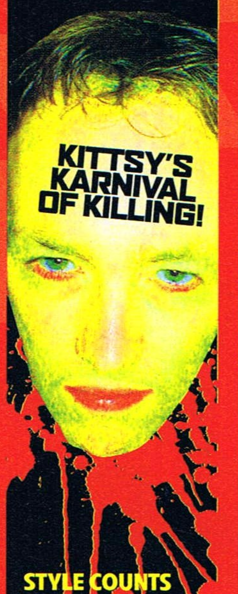
WE WANT Your best overall time on the Heart Break Hills track.
THE LAW None really, you can use whatever car you want but not on the reversed version of the track.
TO QUALIFY 1'43"000
EVIDENCE A picture of the records screen you get after the race.
POINTS 25

1	1'42"483	**Ewan McKenzie** Dumfries
2	1'42"540	**Rex McGee** Trowbridge
3	1'42"939	**Matthew Pellett** Spalding
4	???	**Your name here** Next month!
5	???	**Your name here** Next month!

SEND YOUR ENTRIES TO… I'M THE BEST, NGC MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

I'M THE BEST

The Best just got even Better…



STYLE COUNTS

There's more to killing than gore – and I don't just mean the rhythmic sound of a death rattle. There's the beauty of the perfectly-placed shot, for example, and the ability to stay ice-cool as things heat up.

Playing *Ikaruga*, I want you to **play the second level and get a score of 5,750,000 or more.** Send me your evidence by the 23rd January.

Send in videotaped or photographic evidence – the end of level screen will suffice – and win **40 points**.

WAVE RACE: BLUE STORM





TIME TRIAL #1

WE WANT Your fastest overall time on the Lost Temple course.
THE LAW Must be attempted in Expert mode – using any character you want.
TO QUALIFY A time of 1'32"000
EVIDENCE A simple snap (film or digital) or video of your records screen, clearly indicating that Expert mode was attempted.
POINTS 25

1	1'30"552	Matthew Pellett, Spalding
2	???	Your name here, Next month!
3	???	Your name here, Next month!
4	???	Your name here, Next month!
5	???	Your name here, Next month!

TIME TRIAL #2

WE WANT Your fastest lap time on Aspen lake.
THE LAW Once again, this challenge needs to be attempted on the Expert difficulty setting. You can use any character you want.
TO QUALIFY We need to see a time of 0'24"000
EVIDENCE A video or photo of your records screen.
POINTS 20

1	0'23"298	Matthew Pellett, Spalding
2	???	Your name here, Next month!
3	???	Your name here, Next month!
4	???	Your name here, Next month!
5	???	Your name here, Next month!

SSX3



PEAK 2 TRIAL

WE WANT Your Peak 2 Race time.
THE LAW Use Kaori. You can configure her stats any way you wish.
TO QUALIFY 15:00
EVIDENCE Video yourself (well, y'know, what's on the screen, naturally, not *yourself*) selecting Transport from the Pause menu, picking Peak 2 Race, and the run.
POINTS 25

1	???	Your name here, Next month!
2	???	Your name here, Next month!
3	???	Your name here, Next month!
4	???	Your name here, Next month!
5	???	Your name here, Next month!

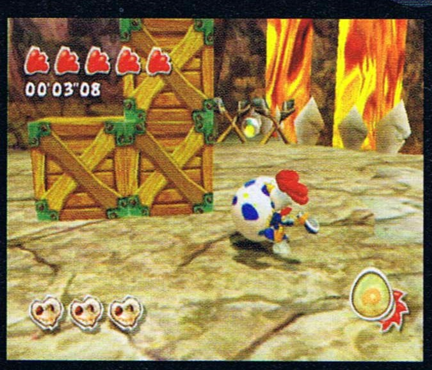
SLOPE STYLIN'

WE WANT Your best score for the final heat of the R&B – Slopestyle (Peak 1).
THE LAW Use any character you like – with any stats. Generous, aren't we?
TO QUALIFY 450,000 points
EVIDENCE A simple pic (again, either digital or film) of the final 'Top 5' results screen will do the job nicely. Cheers!
POINTS 35

1	???	Your name here, Next month!
2	???	Your name here, Next month!
3	???	Your name here, Next month!
4	???	Your name here, Next month!
5	???	Your name here, Next month!

BILLY HATCHER





FOREST SALESMAN TIME ATTACK

WE WANT Your fastest time on MIssion Four in Forest Village…
THE LAW There is no law.
TO QUALIFY 2.00
EVIDENCE Picture of the level's records screen.
POINTS 20

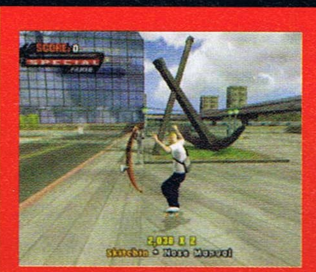
1	00	Your name here, Next month!
2	00	Your name here, Next month!
3	00	Your name here, Next month!
4	00	Your name here, Next month!
5	00	Your name here, Next month!

SPECIAL RANKING

WE WANT You to achieve as many S-Ranks as you can.
THE LAW None really, just get those S-Ranks.
TO QUALIFY 15
EVIDENCE A video of all your S-Rank records.
POINTS 30

1	15	Steve Brooks, Broughton Astley
2	00	Your name here, Next month!
3	00	Your name here, Next month!
4	00	Your name here, Next month!
5	00	Your name here, Next month!

TONY HAWK'S UNDERGROUND



GRINDLESS COMBO

WE WANT Your best combo score on any level.
THE LAW You're not allowed to grind at all.
TO QUALIFY 150,000 score
EVIDENCE A short video clip of your best combo from start to finish.
POINTS 25

1	757,708	Steve Brooks, Broughton Astley
2	???	Your name here, Next month!
3	???	Your name here, Next month!
4	???	Your name here, Next month!
5	???	Your name here, Next month!

OLLIE OLLIE OLLIE

WE WANT Your highest score off three separate tricks busted on on flat ground.
THE LAW No manuals. No grinds.
TO QUALIFY 1,200 points from three tricks.
EVIDENCE Video of all three tricks, please.
POINTS 20

1	5,610	Steve Brooks, Broughton Astley
2	???	Your name here, Next month!
3	???	Your name here, Next month!
4	???	Your name here, Next month!
5	???	Your name here, Next month!

NEW!

I'M THE BEST

The Best just got even Better…

HITMAN 2

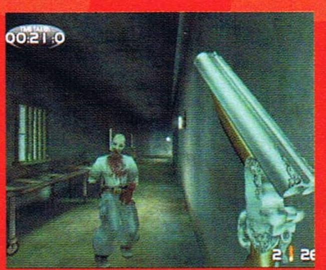


THE HAYAMOTO HIT

WE WANT Your fastest time on the 'Tracking Hayamoto' level.
THE LAW You must achieve a Silent Assassin rating – that means no killing civilians or setting alarms off.
TO QUALIFY 5:00m
EVIDENCE A clear picture of the final status screen will be fine.
POINTS 45

1	3:42	**Matthew Pellett** Spalding
2	4:40	**David Williamson** Bathgate
3	4:43	**Steve McGill** West Lothian
4	4:43	**Lewis Voigtländer-Ford** Milton Keynes
5	???	**Your name here** Next month!

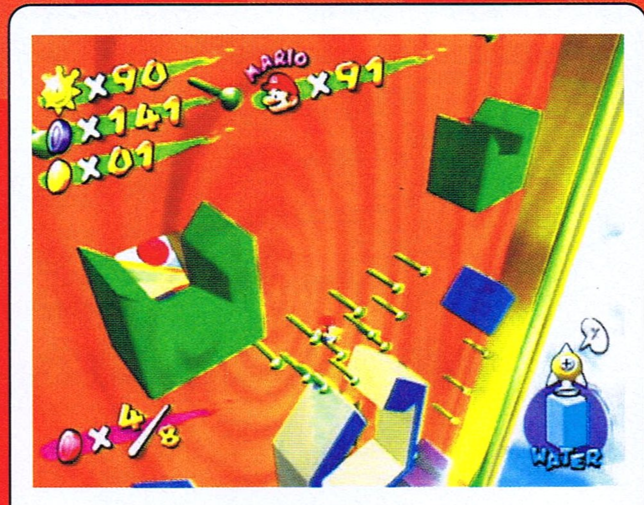
TIMESPLITTERS 2



RHYTHM STICK

WE WANT Your fastest time on 'Hit me baby one morgue time'.
THE LAW No laws as such – but it'll certainly help if you finish the level.
TO QUALIFY 2:00
EVIDENCE A picture of the results screen where it's possible to see what the challenge was.
POINTS 25

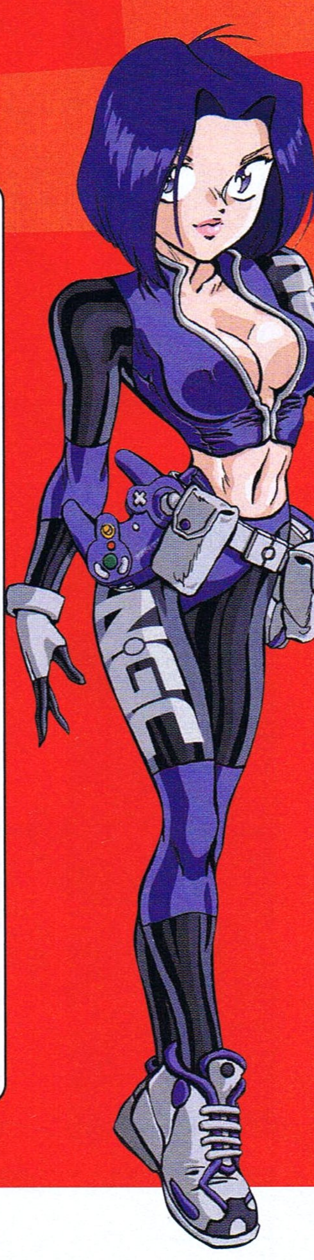
1	53.5s	**Phil "PH" Hughes** Cheshire
2	53.6	**Andrew Mills** Dundee
3	53.7	**Matthew Pellett** Spalding
4	54.5	**Rex McGee** Trowbridge
5	55.0	**Peter Bottomley** Cheshire



BAGATELLE US ABOUT IT…

Sure plays a bizarre pinball.

In the depths of winter, we all yearn for the warmer weather, so let ITB bring some *Super Mario Sunshine* into your life. **We want you to send us your fastest time for the Bagatelle Board secret level** (that's the one depicted above). It's that simple. **Every competitor who gets a time under 25 seconds will earn 15 points, and the person who sends in the fastest time will earn 15 more.** All entries for this must be in by Friday 23rd January 2004.





ENTRY FORM

FILL IN THE SCORES!

Name...

....

Address..

....

....

....

..............................**Postcode**..........................

Send to…..I'M THE BEST,
NGC Magazine
30 Monmouth Street
Bath, BA1 2BW

If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room. Defaced or illegible papers will be disqualified and burned in the furnaces of Hell, *pour encourager les autres.*

MARIO KART: DOUBLE DASH!!
- ❑ TOUR DOMINATOR ....
- ❑ HEAVY RIDER ....

SOUL CALIBUR 2
- ❑ TIME ROTH ....
- ❑ CHAIN IMPACT ....

REBEL STRIKE
- ❑ ESCAPE YAVIN ....
- ❑ EXECUTOR ....

SUPER SMASH BROS MELEE
- ❑ YOSHI BASHING ....
- ❑ HAMMER TIME ....

F-ZERO GX
- ❑ COSMO CARNAGE ....
- ❑ AEROPOLIS TIME ATTACK ....

WAVE RACE: BLUE STORM
- ❑ TIME TRIAL 1 ....
- ❑ TIME TRIAL 2 ....

SSX3
- ❑ PEAK 2 TRIAL ....
- ❑ SLOPE STYLIN' ....

TONY HAWK'S UNDERGROUND
- ❑ GRINDLESS COMBO ....
- ❑ OLLIE OLLIE OLLIE ....

CAPCOM VS NK
- ❑ COMBO EXHIBITION ....

BURNOUT2
- ❑ HEART BREAK TRIAL ....

HITMAN 2
- ❑ HAYAMOTO HIT ....

TIMESPLITTERS 2
- ❑ RHYTHM STICK ....

FIFA 2004
- ❑ GERAINT'S FANTASY ....

IKARUGA
- ❑ ROBO CHALLENGE ....

BILLY HATCHER
- ❑ FOREST SALESMAN ....
- ❑ SPECIAL RANKING ....



THE LEADERBOARD
WHERE ARE YOU NOW?…



1 **Matthew Pellett** Spalding	**2031.01pts**
2 **Rex McGee** Trowbridge	**1746.01pts**
3 **Phil "PH" Hughes** Cheshire	**1487.02pts**
4 **Steve Brooks** Broughton Astley	**1317.02pts**
5 **Andrew Mills** Dundee	**1192.02pts**
6 **Dave Every** Ellesmere Port	912.02pts
7 **Dave "Sphinx" Pugh** Saffron Walden	701.01pts
8 **Bryan Docherty** Govrock	725pts
9 **Lewis Voigtländer-Ford** Milton Keynes	700pts
10 **Michael Rothwell** Wallasey, **Simon Mason** West Parley	691.01pts
11 **Bruce Livings** Watford	597.02pts
12 **Rob Jones** Poole	580pts
13 **Dermot Ryan** Mullingar	571.01pts
14 **Dean Hailstone** Jarrow	562.02pts
15 **Barry Lewis** Dairsie	560pts
16 **Peter Bottomley** Cheshire	550pts
17 **Scott Littlewood** New Costessy	445pts
18 **David Williamson** Bathgate	440pts
19 **Chris "plasticcoated" Fletcher** Stockport	385pts
20 **Dominic Stroud** Gloucester	365pts
21 **Ewan McKenzie** Dumfries	360pts
22 **Michael Seaward** Stanley	330pts
23 **Gareth Brownlow** Kilrea	325pts
24 **Mr S** Aberdare	315pts
25 **Eskil Vestre** Norway	290pts
26 **Andrew McGrae** Southport	285pts
27 **Mark Puddifoot** Swindon	280pts
28 **David Lent** Leeds, **Toby Lynch** London	260pts
29 **Thomas Cox** Birchington	240pts
30 **Banjo-Fella**, **Sam Rogerson** Milton Keynes	235pts
31 **Julia McClay** Langley Middleton **Jason Leverett** Great Yarmouth	220pts
32 **Harold Rooney-Nugent** London, **David McDonald** Warwick, **Martin Heule** The Netherlands	215pts
33 **Andreas Nakkerud** Norway	210pts
34 **James "Yellow Dart" Walker** Worthing	205pts
35 **Andy Whittle** Leigh	191.01pts
36 **Janne Kaitila** Finland, **Paul Gibb** Cheltenham	185pts
37 **Lee Graham** Bristol	180pts
38 **Matthew Woof** Leamington Spa	165pts
39 **Daniel Livings** Watford, **Norman Glover** Cleveland,	160pts
40 **Daniel Sneddon** Bingley, **Adam Weston** Ballycranbeg	150pts
41 **Angelos Perlegkas** Athens	145pts
42 **Michael Harvey** Ellesmere Port, **Joe Gamble** Ilkley	140pts
43 **Grant David Taylor** Edinburgh, **Josh Ryan** Dursley, **Michael Daniels** Chatham	135pts
44 **Josh Jones** Barnstaple	130pts
45 **Matthew Bickham** Northwood Hills	125pts
46 **Gordon Yeung** Cardiff	120pts
47 **David Cathrine** Edinburgh	115pts
48 **Adam Pollard** Dorset	110pts
49 **Oliver Burnham** Liphook	105pts
50 **Matthew Duffell** Chorley	100pts
51 **Ben Case** Camberley, **Steve McGill** West Lothian	95pts
52 **Jamie McGooking** Ayrshire, **David Kosaros** Stockton on Tees, **Ross Main** Linlithgow	90pts
53 **Hollie Eggleton** Trowbridge	85pts
54 **Nick Ashplant** Ashplant, **Jake Napper** Great Missinden	80pts
55 **Philip Regan** Liverpool, **Matt D** Hailsham, **Alasdair Campbell** Elston, **James Stock** Norwich	75pts
56 **David Drabble** Matlock, **Tim Osborne** Newcastle, **Kristian Alexander Harlem** Norway, **Zac Moss** Tunbridge Wells	70pts

Each month, the totals will be totted up and balances displayed in the Big Table™. The top five spots at the end of the season win goodies – Numero Uno gets not only planet-wide admiration/envy in equal measure, but hard material goods. We keep track of every entrant's scores, so you can boost your points each month and move onto or up the list. Send us your entry today!



Follow these steps…

PHOTOGRAPHS

1. Use a fast film (200 or 400 ASA).
2. If you're using a digicam then use a slower shutter speed.
3. Turn off the camera's flash (or cover it up) and draw the curtains.

PLEASE NOTE: Any doubts over the legality of your entry will lead to instant disqualification.

VIDEO

1. Plug the Gamecube TV lead into the Signal In socket of your video.
2. Connect the Signal Out socket on your video to your TV.
3. Find a spare channel on the video and search for the signal.
4. After recording the challenge, rewind the tape.

We can't return tapes, sorry.

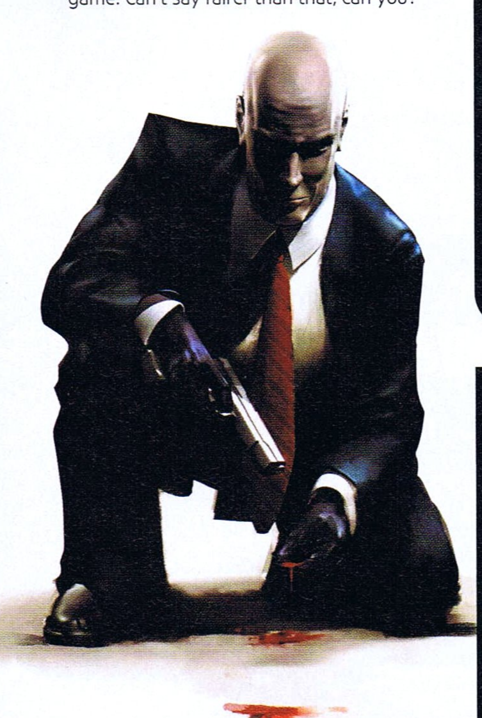
HEY! IT'S THE CONTINUATION OF…

GAME ON!




Game on! We shout that out every day when somebody plays a game. It gets tiresome quite quickly. Not that shouting things out is a bad thing – when we used to play *GoldenEye* in the office, when somebody respawned in the tunnel that led outside on the Bunker level, we'd all shout "lynchin' time!" and head up there to shoot the poor sod. But we digress. Have some nice new game lifespan-extending challenges courtesy of some clever readers. 'Mint'!

If you've got a challenge you've come up with then send it along to the usual address. If we like it enough we'll print it in the mag, and our favourite challenge of the month will win a shiny new Gamecube game. Can't say fairer than that, can you?



TUROK EVOLUTION





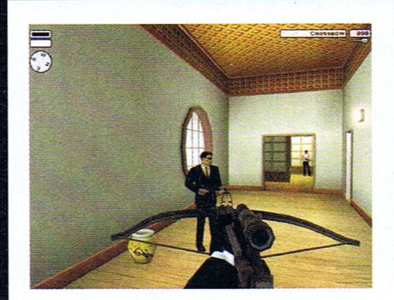
DINO HUNT

by **Matthew Pledge, Cowley**

Start a two-player deathmatch with a friend in the Selkirk Complex (this is the one with the dinosaurs on the ground level). **With your friend, see how many dinosaurs you can kill, without dying yourself, in 10 minutes.** The player who snuffs out the most dinosaurs is the winner. You can also play this game with one player – just start the multiplayer game as usual and leave the second player just standing there to be mangled by hungry reptiles. Oh, and you're only allowed to use the axe…

DINOSAURS  **20**   **10**  **5**

HITMAN 2





CIVVY STREET

by **Tom Killingbeck, Dereham**

Ah, there's nothing like a bout of mindless violence to distract the mind from annoying relatives who visit you at Christmas. And this is just the ticket. On the 'Basement Killing' level, whip out a weapon in front of the guards in the starting area, so they begin shooting at you. Then **see how many innocent civilians you can make the guards mercilessly slaughter as they try to kill you.** You can do this by hiding behind the innocents, getting in their way as they flee, and other cunning methods. Base your score on the number of civilians you see die before you're killed yourself.

DEAD FOLK  **15**   **10**  **5**





SUPER MARIO SUNSHINE



THE BOUNCER

by **Conor Corey, Co. Tyrone**

For a tubby middle-aged plumber, Mario is incredibly agile, and he's famous for jumping on enemies and squashing them. Go to Pianta Village and Shine 8: Fluff Festival Coin Hunt. **You must bounce from villager to villager without landing on the ground at any point. What's more, you can only stay on a villager for THREE bounces before moving on.** Conor's given you a bonus, though – if you jump from the mayor (by the golden mushroom) to a villager down below it will count as three extra bounces to your score.

BOUNCES  24  21  18

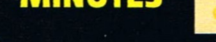
TIMESPLITTERS 2



LAW! WHAT IS IT GOOD FOR?

by **Anonymous, Colchester**

Puny law enforcers! I spit on your shiny badges and neatly pressed uniforms. On the future-techy Neo Tokyo level on Easy difficulty, make your way to where the cameras on the street are – oh, and make sure you get spotted, otherwise this challenge will be a bit rubbish. **Stand in the middle of the street and see how long you can survive, killing the policemen that are sent to deal with you.** And, 'cos we're nice, here's a hint: the silenced pistol is particularly good for this challenge. Now get out there and have that shootout.



MINUTES  5  3  1

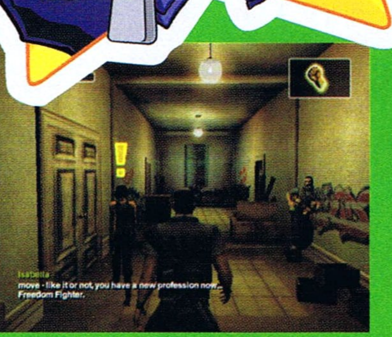
NGC CHALLENGES WANTED

NOW IT'S YOUR TURN…

Have you discovered a weird and wonderful new way to play Nintendo games? Can you sum it all up in about 100 words? If you have a challenge you'd like to share with other NGC readers, then we want to hear about it. Jot down a quick explanation of what you've got to do on a piece of paper, set three suitable levels of achievement for gold, silver and bronze medals, stick it in an envelope, and send it to…

GAME ON, NGC Magazine, 30 Monmouth Street, Bath BA1 2BW. Or email ngc@futurenet.co.uk, with Game On as the subject line.

We'll take challenges for absolutely any game on the good ol' GC, but this month we're particularly interested in…



FREEDOM FIGHTERS



SSX 3



ROGUE SQUADRON 3 REBEL STRIKE



BILLY HATCHER

THE BEST GET PRINTED RIGHT HERE, AND OUR FAVOURITE CHALLENGE WILL WIN A SHINY NEW GAMECUBE GAME. DEAL?

30 MONMOUTH STREET/BATH/BA1 2BW

MAILBOX

EMAIL US!

Got something to say? Run out of stamps? Guards won't let you near a pen? Then log on to the interweb and 'get' us 'at'...

ngc@futurenet.co.uk

... right now! And please include your *name and address*. Oh, go on. Please.

STAR LETTER

The winner of the Star Letter receives a bundle of gaming gear courtesy of Joytech, incorporating two Advanced Controllers, a gold-plated RGB Scart cable, an 8Mb memory card and a GC/GBA link cable. Mint!

'Logged on'

Re Michael Foster's comments in issue 87 concerning the Nintendo Stars Catalogue.

I was excited at the prospect of obtaining a free platinum GBA, until I realised that I had to purchase *Mickey's Magical Mirror* and log onto the Nintendo website every day for the next three years to earn enough stars. So I continued to register products hoping that some day Nintendo would pull off another freebie and I would be ready for them.

How excited I was when I got an email claiming that a new Stars Catalogue was on the way. So I logged on armed with my 5,000+ stars to purchase my reward and, lo and behold, the catalogue was still not ready.

This continued until about a week ago, when I logged on and found loads of fantastic hardware and software (including a free Game Boy Player) on the catalogue page. Unfortunately *everything* was totally sold out, except for the *Zelda* bonus disc I already had from purchasing *The Wind Waker* this year.

So, Nintendo, if you run a reward scheme like this then have enough rewards to claim or it just makes us all angrier about your policies than we already are. I must admit that I didn't play my Gamecube for 24 hours in protest but couldn't hold out any longer (damn them!)

Stephen Rees, Barry

***We know how you feel. We've been collecting stars for ages but still haven't managed to claim a freebie. You must have to log onto the site every 20 minutes to catch a reward before it sells out.* Ed**

JOYTECH

'Alfred Hitchcock'

Is it just me, or is everyone beginning to sound like characters out of an Alfred Hitchcock thriller? You know, the one with the guy who tries to make his girlfriend look like his dead wife ('I'm just asking you to trrryyy!').

All I ever seem to hear from people these days are dreams that, perhaps with some luck, Nintendo's next console the 'N5' will hopefully be 'another N64'. Call me crazy but I consider the whole idea to be completely absurd. For starters, why not just dig out your old N64? Furthermore, it's going to be just a touch difficult for Nintendo to market a two-generations-old machine as next generation etc. Anyway, you should all catch my drift, such is the sheer absurdity of it all.

Why is everyone so disillusioned with what we've got now and looking so far forward anyway? I reckon the Gamecube is Nintendo's best console to date, with heaps of entertaining games and innovative gameplay. But as fantastic as Gamecube is, I would rather Nintendo didn't make the N5 'another Gamecube' or 'another SNES' or whatever. I'd prefer Nintendo to make the N5 more 'next-gen' – like an N5, for example.

Arthur Plant, Thornhill

***D'oh! When people ask for another N64, we don't think they mean, literally, the old console repackaged. That would just be the iQue, which is for the Chinese market where the punters clearly don't know any better. Ho ho.* Ed**

'Gone down'

The new price of Gamecube is great for people who could not choose which current console to buy. But frankly I myself am disappointed. This is because I know that although the console price has gone down, new titles will still cost a mighty £40. If Nintendo can afford to cut the price of the console then why can we not expect to see cheaper games?

Dawn McLeod, Carlisle

***Because they make all their money from game sales – the consoles are sold for less than they cost to manufacture. Anyway, games are much cheaper than they used to be. Remember when* Turok: Dinosaur Hunter *cost £70 for the N64, and most other new releases were £60?* Ed**

'Even more funny'

Flicking through issue 86 I stopped at the *Freedom Fighters* review, because that big picture of Isabella looks exactly like the Dutch actress Victoria Koblenko from the soap series Goede Tijden, Slechte Tijden (Good Times, Bad Times). What's even more funny is that she's also called Isabella in that show and in real life she is studying political science. Funny, not?

Manuel Gutierrez Rojas, Netherlands

***No, not really.* Ed**



△ Seen any other soap stars who look like videogame characters?

Bonus Letters

I am literally broke because they are so great. I mean. it's like this month – wow! Next month – wow! Next month – wow! There seems to be a pattern.

Joseph Chamberlain, Wallasey

***Well spotted.* Ed**

I live in Ireland and don't have the internet.

David O'Carroll, Ireland

***Never mind.* Ed**

It doesn't make any sense whatsoever in English, and according to my friend, not in Japanese either.

Mark Lewis, Isle of Wight

***Read it again.* Ed**

I've been with Nintendo.

David Woodrow, Plymouth

***You want to keep that to yourself, mate.* Ed**

Why does he feel the need to do this, arguing with me, spoiling my game and making me see red?

Diane Kennedy, Wolverhampton

***Just because.* Ed**



△ Oh Nintendo. Why couldn't you just show off your console and games? Why this, eh?

'Geriatric dancer'

I've just seen Nintendo's advert campaign for the new £79.99 price tag for the Gamecube. Wa-hoo? Great for the moustachioed maestro, not so great as an ad slogan. Despite what the critics have said, and despite poor sales, Nintendo's kiddie image rears its head again at the worst possible time. A geriatric dancer and schoolgirls shouting does not make a compelling argument to purchase a Gamecube over a PS2 or Xbox this Christmas. A wasted opportunity.

Daniel Glenfield, Abingdon

We contacted Mario himself for a reaction to your comments. He said:

"You gimme that little putz Glenfield's address right now, I'm-a going round there to ram my 500% market share increase so far up-a his choco starfish, he can read it and-a weep when he brushes his teeth in the morning. Wa-hoo!"

***We must admit we were shocked at his outburst, but there you go.* Ed**

'Kicked by a man'

Soul Calibur 2 is an awesome game but I have one major gripe about it. For some inexplicable reason, people who play it for the first time in their lives somehow beat the hardened veterans of the game unless they're incredibly good.

Recently my Dad decided to have a try. He picked Mitsurugi and then he suddenly started



HONOURABLE MENTIONS

Thanks to everyone who wrote in this month, including (but not limited to): Adam Gallacher, Glasgow; Ross Chaney, Ireland; Ian Mansfield, Portsmouth; Matthew Cheek, Nuneaton; Richard Clements, Dearham; Gary Hughes, Coventry; Daniel Green, Basingstoke; Peppi Valerio, via email; Callum Calvert, via email; Lucinda Cooper, Beverley; Curtis Mcglinchey, via email; Bertie Phipps, Shepperton; Charles Grocott, Stockport; Ben Dormand, via email; Oliver Matthews, Swanley; Yonatan Lee, via email; Simon Mason, Bournemouth; Madeleine Egan, via email; Daniel Todesco, via email; Alexander Davies, Llandeilo; Crad Gibson, London;

thrashing me! I had my arse kicked by a man who last played videogames when *Pong* was cutting edge. Eventually I worked up enough skill with Cervantes to beat him. Of course, his defence was that his hands had 'cramped'.

I would have passed it off as extreme beginner's luck but then a few days later my cousins, who don't even own a console, played and almost beat me. Then my friend came over and he flattened me even though I had considerably more experience than him. My brother has the same trouble, even though he was born and raised on games and has played them ever since he could grasp a controller. Has anyone else has had this problem, as we cannot find an explanation for it?
Shaun Stringer, via email



The obvious answer would appear to be that you and your brother are nowhere near as good at games as you think you are. Ed

'Abysmal at it'

It seems that everyone across the gaming world has been saying how difficult *F-Zero GX* is. This is not the case – yes, it is tricky, but it is never unfairly hard. Since its release I have now won all the cups on Master setting, including the AX cup. Either I'm better at games than I realise or everyone else is abysmal at it.
D.J. Fryer, Seaton

Maybe you should get in touch with the author of the previous letter. You could school him in some gaming skillz, such as which way up to hold the controller. Ed

'All this hype'

I think you're being unfair on games with a lot of hype. You say how disappointed you are about games such as *Starfox Adventures* and *Enter The Matrix*, describing them as letdowns after all the excitement surrounding them while in development. But who is it that creates all this hype? You do.

Sure, you may have been told by the creators of games to expect something special, but more often than not you get to play early copies and see for yourself, correct? And with the two games mentioned, did you not play them and say they were extremely good fun? I myself don't see how an unfinished game can be good, but the final version, which has been tweaked to eliminate any faults, can be bad. Was *Starfox* a long and challenging game before completion, but reduced and made easier for its release? Unlikely.

So really it's you that get the rest of us excited about games. You've had the chance to test them and given them the thumbs up, so how can you complain about them not keeping their promises when it's you who makes these promises?
Ian McNab, Condorrat

We don't like to condemn a game in previews because there's every chance that when the whole thing is put together for the finished product, it may well be much better than the early bits we get to see. Or possibly worse. Preview versions rarely let us see the full structure of a game. In the case of Starfox and Enter The Matrix we saw a few boss battles and some lovely graphics. It just turned out that there wasn't much else to either game. Ed



Bonus Letters

Would someone please tell them they are fools?
Gary Hughes, Coventry
You're fools! Ed

You're professionals, I'm a little kid who gets hyped by playing *F-Zero GX*.
Dave Challis, Abingdon
Professionals? Ha! Ed

What is the easiest way to get lots of tickets fast?
Michael Fenton, Livingston
Park as badly as I do. Ed

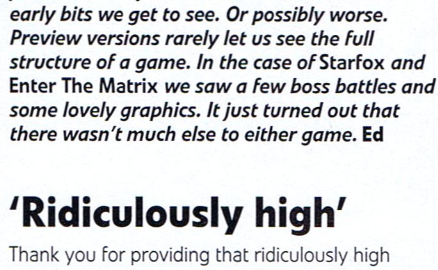
Grrr. Stupid Canadian developers.
Pierre Hyde, via email
Grrr indeed. Ed

Sadly my friends don't call me Wheavil Knievel, although it has been mentioned to me , a few times followed by a surprisingly girlish giggle.
Matthew Wheavil, via email
A few? Ed

Stop milking Mario!
Matthew Carpenter, Bramley
But he makes such tasty milk. Ed

I may have to take you, perhaps by one of the guns Jud left behind.
Jay Chalmers, Herts
Bring it on. Ed

There should definitely be some kind of law or something to stop them embarrassing themselves like that.
Toby Sperring, Sussex
Good idea. Ed



'Ridiculously high'

Thank you for providing that ridiculously high sample review score in issue 87. It allowed me to adjust the score of *Starfox Adventures* to disguise your hatred of Rare.
Mark Nisbet, Galston

Glad you found a use for it. Here's another one you might like to cut out and glue to your forehead, should you feel the need. Ed





△ Looks like the cut-out score came in handy. You deluded fools.

'Fast blue hero'

I'm getting tired of you guys slagging off Sega's superspeed hero Sonic. Ever since he appeared on the Gamecube you've had nothing good to say about him. Here's a tip: Get your heads out of Mario's arse! Let's face it, what would any gamer rather play? A game with a lightning-fast blue hero or one with a fat plumber who eats 'magic mushrooms'?
Ash Parmenter, March

Wealways thought most gamers wanted to play games where they don't spend half the time simply pushing Up on the joystick, but maybe we're just old fashioned. Ed

'Restraining order'

I've been aware of your unfair bias against Sonic for some time, but how can you hate Yuji Naka when he's apparently capable of time travel?

See, according to your 'preview' of *Sonic Heroes* on page 30 of issue 87, Mr Naka first had the idea for Sonic in 1992. Yet amazingly he then sent that idea backwards in time, enabling the original *Sonic The Hedgehog* for Mega Drive to be released in 1991! Now how did he manage that?

I'm afraid I'll have to get a restraining order to prevent you even mentioning Sonic ever again, until you admit that his games are still fantastic.
James Davis, via email



I met Yuji Naka a couple of months ago, and he had exactly the same hairstyle as Eddie Murphy in Harlem Nights. Fact. Ed



CORRECTION CORNER

What were you thinking putting *Soul Calibur 2*'s Spawn on page 100 of issue 87? *He's only in the bloody Xbox version!* If you put another pro-Billyboy Gates reference in the pages of **NGC**, I shall set an army of Go-sen robot clones on you, powered by little furry animals à la Sonic.
B Mastin, via email

Why, that Art Monkey… Ed

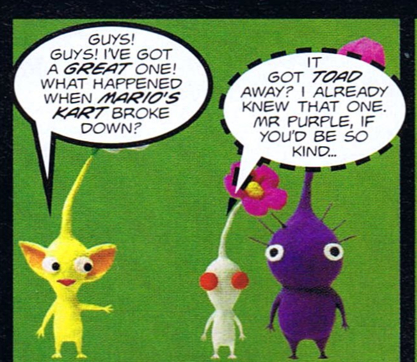
In issue 87's Directory, it is almost impossible to tell what is printed on *The Scorpion King*'s comment. I thought my eyes had gone all funny and I'd need glasses, but no, it's just some dope in your office who thought it was funny to double print on that comment! Give him a slap on the wrist for me will you?
Michael Luckett, Winsford

SLAP! Oh sorry, Paul. Was that your face? Ed

Martijn Heule, Netherlands; Liam Fisher, Romford; James Stock, via email; Dean Hailstone, Jarrow; James Weinberg, via email; Peter Fulker, Canterbury; Will Acton, via email; Sean Duncan, Orpington; Gwion Daniel, Carmarthen; Danny Hobart, Aberdeen; Anthony Easton, Gillingham; Matthew Jenner, Croydon; Shaun Lomax, Bath; Gerwin Feenstra, Netherlands; Amanda Warwick, Oxford; James Pope, Woolton; Jon Jamieson, Dumfries; Susan Woulahan, via email; Ali Issaee, Hull; Zack Taylor, Hull; Daniel Mason, via email; Chris Sheehan, via email; David Gillespie, London; Adam Lindley, Thursley; Ben Clarkson, Bradford; Simon Brooke, Batley; Ryan Dunkley, via email; and too many others to mention. Thanks for taking the time to write in!

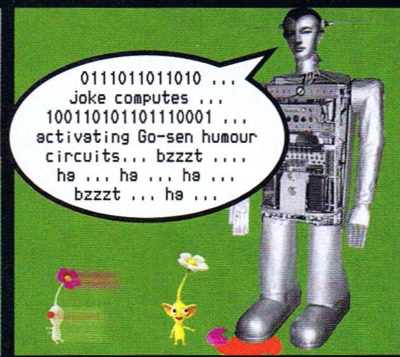
Grintendo!

GOT A NINTENDO-RELATED JOKE TO TELL US? GREAT! SEND IT IN, BUT IF MR WHITE DOESN'T LIKE IT HE'LL TAKE OUT HIS ANGER ON POOR YELLOW, AND IT'LL ALL BE YOUR FAULT. MAKE HIM LAUGH AND YOU WIN A GAME. *THIS MONTH:* 'JOKE' INFLICTED BY PAUL DAVISON.









'Release the hounds'

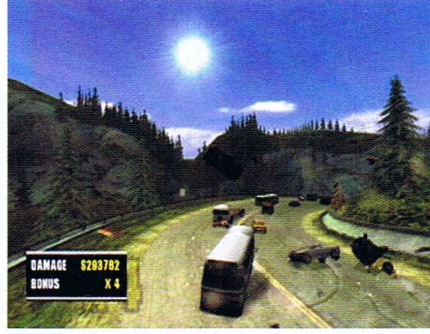
I was browsing through the tat in this year's Christmas mail order catalogues, when I came across one called 'Boogaloo'. Slightly deterred due to the largely strange name, I opened it up to find (horror of horrors) a fake N64! It claims to play 'arcade classics on your TV', but the console is almost a perfect match for the Ninty machine. The Start and Reset buttons are similar, and the vent at the back is identical. Take a look for yourself, and then get Nintendo to release the legal hounds.
Ben Case, Frimley



Would you look at that – it even comes with a light gun that looks remarkably similar to the NES Zapper. Co-incidence? Perhaps not. I suspect the people at Boogaloo managed to infiltrate Nintendo's HQ and sneaked out some prototypes of the top-secret 'new product' that's going to be announced at E3 next year. You read it here first, folks. Ed

'Nearly completed'

I have had the same *Burnout 2* problems as John Ogilvie (mailbox, issue 87). It refused to load and corrupted my 8MB Joytech memory card which had over a year's worth of game saves on it, including nearly completed *Eternal Darkness*, *Metroid Prime* and *Timesplitters*. This memory card now will not hold any game saves. I took the game back to the shop and exchanged it for another copy but the problem persisted. Recently when I tried to play *Burnout 2* again it corrupted another memory card which had the completed version of the game on it. Now *Burnout 2* won't load and save at all. Very disappointing for a brilliant game.
Stuart Moore, Cockermouth



△ Strange things are going on with memory cards and *Burnout 2*...

We had several letters this month from people complaining that* Burnout 2 *had corrupted their third-party memory cards, so there's definitely something strange happening. Although we've had no problems in the past with* Burnout 2 *on the Datel Mega Memory card we've been using to archive hundreds of precious saves, we're very wary of loading the game again after reading all your horror stories. Perhaps everyone should stick with saving their games on the official cards for problematic titles such as* Burnout 2 *and* Phantasy Star Online. *Ed



SO TELL ME THIS...

Alert! Alert! Knowledge overload imminent! Venting wisdom!

How can I play *Worms 3D* with four separate controllers, like it says I can in the instruction manual?
Many, many people...

You can't. The instruction manual is incorrect. You have to pass the controller around, which isn't a problem if you're using a Wavebird.

When is *Driver 3* coming out?
Silvia De Abreu, Nottingham

Never. The Gamecube version has been cancelled.

My ever-considerate girlfriend bought me a GBA SP while on holiday in America last summer. The only problem is I don't live in America and therefore can't use the two-pin plug that comes with the system over there. Could you possibly suggest an adaptor that could allow me to charge up the system using the three-pin plugs found in good old Great Britain? My SP is waiting to be used and abused!
Ross Campbell, Darlington

Companies such as Joytech and Logic 3 sell gadgets that let you power the GBA via a car battery or a USB socket, as well as replacement UK mains chargers. You should be able to order one at your local game store.

1. Which two games would you say were the best two coming out before Christmas?
2. Will there be any more online games for the Gamecube?
3. Is Father Christmas real?
Jeffrey Davis, Swindon

1. Mario Kart and 1080° are both worth a look.
2. The chances are slim.
3. As real as Mario himself.

Could you please tell me what's going on with *Harvest Moon: A Wonderful Life*? My friends and I live a pitiful life of games and the *Harvest Moon* series is one of our favourites.
Kate Bethan James, Newport

The UK release date has now slipped until February next year, at the very earliest. But it's still due to come out over here, it hasn't been canned.

1. With the introduction of the new I'm the Best, does that mean there will never be a return of Skill Club?
2. Will there be a new **NGC**.TV DVD ever again?
3. Why wouldn't Nintendo release *Mario Golf* before 2004? They say the release schedule is crowded, but surely they would rack up more Christmas sales if they did.
4. Will you ever be printing all your GBA review ratings again, like you did in the book free with issue 74?
Tom Holloway, via email

1. The new ITB practically is Skill Club. Get with it.
2. We certainly hope so.
3. Who wants to play golf at Christmas? Other than Tiger Woods, of course.
4. You can almost bank on the likelihood that we will.



Ooh, I heard it on the apevine...

JUNGLE DRUMS!

Next issue, we'll show you everything *Donkey Konga* has to offer – watch us go bongo-nuts with Nintendo's first rhythm action game!

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LEARNING JAPANESE

From squeaking along with J-pop to bar service in eight easy steps…

This month, more secrets of Japanese gaming and anime for your reading pleasure. One day you'll be glad you knew all this stuff, you really will. Pay attention, because only by reading this month's column will you know what to do when we turn up on your doorstep yelling "Rettsu dancing!"



Rachel Ryan is still rather partial to her original pink GBA, which is why she's forced to play *Fire Emblem* outdoors, and only on very sunny days. She'll buy an SP if we ever get round to paying her.



VIDEOGAMES SAY THE FUNNIEST THINGS…

Kanji: 抱きしめたい

Kana: だきしめたい

Reading: DA KI SHI ME TA I

Meaning: According to article 12 of the Japanese constitution, all pieces of J-pop must include the word 'dakishimetai', which means 'I want to hold you'. The happiness of thousands of teenaged girls depends on it. Punishment for violation of article 12 can range from confiscation of tooth whitener (oh, the horror of it) up to forbidding the artist in question to inhale any more helium, which just has to be the kiss of death for a Japanese idol singer.

Kana: レッツ

Reading: RET TSU

Meaning: Version of 'Let's'. There seems to be an unspoken consensus in Japan that if you want to make something sound foreign, you take a random word and bellow it with the word 'LET'S….' tacked onto the front. (It would seem that ignorant gaijin are seen as rather vociferous.) Obviously everyone has their favourite Rettsu moment, but we think that episode of Sailor Moon S where our heroines are attacked by hordes of attractive men chanting "RETTSU DANCING!" is a real stand-out incident.

Kana: スミス

Reading: SU MI SU

Meaning: Japanese pronunciation of 'Smith'. The generic foreigner surname. Always a popular word in Japan, but currently enjoying a renaissance of sorts thanks to The Matrix.

Kanji: 我慢

Kana: がまん

Reading: GA MAN

Meaning: For the Japanese, 'gaman' is the characteristic that defines them as a race. Meaning 'endurance', it's the ability to endure when things look hopeless or bad things need to be done (or, more commonly, to grit your teeth and carry on working when the boss is shovelling it into your face with both hands). For everyone else, 'gaman' means the gameshow Endurance, which defines them as a race.

Kanji: 今週

Kana: こんしゅう

Reading: KON SHU U

Meaning: In England, when you have a screenshot of Sonic and can't be bothered to think of a funny caption to go with it, you just write "Sonic, this week" to parody the tabloid style and look terribly clever and postmodern. The same joke is popular in Japan. The anime Kodomo no Omocha uses it every episode, displaying a picture of Sana with the caption "Konshuu no Sana-chan!"

Kanji: 検神

Kana: けんしん

Reading: KEN SHIN

Meaning: A swordsmaster, this phrase literally translates as 'God of the sword'; the first kanji meaning 'sword' and the second meaning 'god'. It's another important phrase to remember if you're keen on RPGs. Also part of the name of the latest toy from SquEnix, *Kenshin Dragon Quest*, which uses simular technology to PS2's Eye Toy gadget. It creates a *Dragon Quest* RPG where you have to stand in front of the television and actually fight the monsters with a fake sword. It's good fun after a few pints, as long as you don't have a very low ceiling. (Crash).

Kana: てめえ！

Reading: TE ME E!

Meaning: An abrasive, colloquial term for 'you', used solely by villains or rivals, and usually accompanied by the trademark shaken fist and look of abject consternation. A hallmark of anime and games, the phrase is one that you are never likely to come across in real life. Its Western equivalent would be "Why, you!" Which, of course, is the sort of thing rivals say to each other all the time.

Kana: ビール

Reading: BI I RU

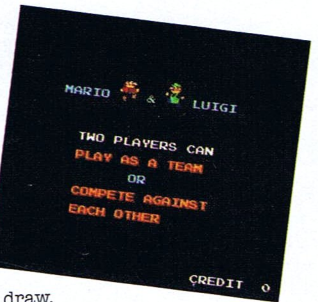
Meaning: Beer! Possibly the most important survival skill necessary to make it in Tokyo is the ability to say 'Biiru!' and hold up your fingers to show how many you want. After all, many restaurants have menus with pictures on, so you don't actually need to ask for anything when you want to eat.

Asking for a beer is actually more difficult than it looks. Say 'Biru' and you'll be asking the bartender to serve you up a building, although there's little price difference in Tokyo between ordering a round of drinks and a piece of real estate.



THE EVOLUTION OF... LUIGI

A vision in green, it can only be the second most popular Mario brother...



1 MARIO BROS

Look, it's another Mario except this one's dressed in green. What kind of palette-swapping trickery is this? Oh right, it must be the mysterious Mario brother that Shigeru Miyamoto couldn't be bothered to draw. What's his name supposed to be again?

2 SUPER MARIO BROS

"Let's have a two-player game. But I have to be player one, otherwise I have to play as Green Mario and he just makes my eyes hurt on the blue backgrounds."

"No way – you know Green Mario stinks of pus."

"Watch me playing Metroid then, huh?"

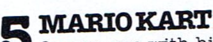


3 SUPER MARIO BROS 2

At last, the green one gets a major role and the chance to prove that he's more than just a flawed clone of his superior scarlet-jumpered brother. With a new supermodel-like stick-thin figure and the ability to jump prodigious distances while paddling away at the air with his feet, Luigi enjoys a brief moment in the spotlight. The world is deeply impressed with his transformation.

4 SUPER MARIO WORLD

Once again relegated to a simple green version of Mario for a second player to control while the person who owns the game takes a toilet break. Luigi's humiliation is completed by the addition of Yoshi, a much cuter green character who, adding insult to injury, performs Luigi's old role from SMB2.



5 MARIO KART

One-on-one with his brother, it's Luigi's time to show that what he lacks in personality he makes up for in Schumacher-style speed. As he sits in the pit lane, suited up and waiting for somebody to pick him, Luigi imagines himself zooming past Mario to take the chequered flag, time after time. Then he weeps into his hands uncontrollably.



6 MARIO TENNIS

Tennis isn't Mario's sport, so if Luigi ever had the chance to shine, this is going to be it. The cheers of the crowd... The acclaim of the fans as he wins yet another tournament... Sadly the ambitious fool reckoned without the addition of Wario and Waluigi, two rather more charismatic characters. Wah!



7 PAPER MARIO

Something has happened to Peach! The Mushroom Kingdom is in turmoil! This is the time for a strong hero to step forward and seize the day. So Luigi stays at home and minds the garden while Mario embarks on a legendary adventure.

8 LUIGI'S MANSION

About time too. Luigi demonstrates his mastery of flashlights, whistling and abject terror as he's dumped in a creepy old mansion. Players spend the entire game wondering when they get to play as Mario.



NGC TOP10

POKÉMON THINGS YOU PROBABLY CAN'T FIND IN COLOSSEUM

1. **BULBASAUR RIFLE** Who needs wimpy old Poké Balls? We're loaded for Snorlax and we never miss.
2. **COCKFIGHT GAFFS** Encourages Pikachu to forget all about the Thundershock and start rippin' some flesh.
3. **HELLACHU** Pikachu's redder, slightly more evil evolution. Beats enemies using its eye-stinging sulphurous stench.
4. **CHARMANDER TRAP** Two jaws of solid steel, finished with interlocking teeth, a huge spring and a hair-trigger.
5. **BIG BOOK OF DEMONOLOGY** Guaranteed to please church-going parents pressurised into buying the game.
6. **THIEVING GYPODON** The kleptomaniac Pokémon. Leave this one in your pocket and it'll have your wallet away.
7. **DOLE-AX** The freeloading Pokémon that sits on the steps of the Social Security office, drinking Special Brew.
8. **STINKING TRAMPACHU** Completing the trinity of undesirable Pokémon, one that smells like a public toilet.
9. **POKE-VET** Where old, infirm and unwanted Pokémon go to cop the Big Sleep shortly after Christmas. How sad.
10. **GLUE FACTORY** Right next door to the vet. Currently making big money from cheap yellow paste.

2004

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X-BOX

Amped 2*
Beyond Good and Evil*
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Buffy The Vampire Slayer
Championship Manager '02
Counter Strike*
Die Hard: Vendetta
Dino Crisis 3
Dynasty Warriors 4
Falcone: Into Maelstrom*
Hitman 2: Silent Assassin
Hunter: Redeemer
Lord of the Rings: R.of King
Magic Gathering Battlegr.*
Max Payne 2*
Medal of Honor Frontline
Medal of Honor: R. Sun*
Prince of Persia: S. of Time*
Project Gotham Racing
Project Gotham Racing 2*
Project Zero
Rainbow Six 3
Return of the King
Simpsons: Hit & Run
Splinter Cell
SSX 3
Star Wars: Jedi Academy*
Star Wars: Knights Old Rep.
SWAT: Global Strike Team*
Terminator 3 R.of Machines*
The Hobbit*
The Return of the King
The Treason of Isengard*
Tiger Woods Golf 2004
Tony Hawk's Underground*
Transworld Snowboarding
True Crime: Streets of LA
XIII (Thirteen)*
Plus Many More...

GAMEBOY ADVANCE

Advance Wars
Advance Wars 2
Broken Sword
Donkey Kong Country
Dragonball Z: L. of Goku 2
Dragonball Z: Leg. of Goku
Fellowship of the Ring
Golden Sun
Golden Sun 2
Leg. of Zelda: Link to Past
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Mario Kart Super Circuit
Pokemon Gold
Pokemon Pinball: Ruby & S.
Pokemon Ruby
Pokemon Sapphire
Pokemon Silver
Robot Wars: Extr.Destruction
Ruby & Sapphire (P. Pinball)
Ruby Pokemon
Sapphire & Ruby (P. Pinball)
Sapphire Pokemon
Sonic Advance
Sonic Advance 2
Star Wars: Att. of Clones
Super Bust A Move
Super Mario Advance 2
The Fellowship of the Ring
The Two Towers
Tony Hawk's Pro Skater 3
Yu-Gi-Oh!: World Wide Ed.
Zelda: A Link to the Past
Plus Many More...

PS2

Ace Combat 4: Shat. Skies
Ace Combat: Distant Thund.
Aliens vs Predator:Extinction
Angel of Darkness
Baldur's Gate: Dark Alliance
Batman: Rise of Sin Tzu
BloodRayne
BMX XXX
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Burnout 2 Point of Impact
Colin McRae Rally 4
Conflict: Desert Storm 2
Crash B'coot: Wr. of Cortex
Dark Cloud 2
Desert Storm 2
Die Hard: Vendetta
Dragonball Z: Budokai
Driver 3*
Enter the Matrix
Escape from Monkey Island
Evil Dead: Fist. of Boomstick
FIFA 2004
Final Fantasy 10
Fire Warrior
Freedom Fighters
Getaway
Gran Turismo 3
Grand Theft Auto 3
Grand Theft Auto: V. City
Harry Potter & Ch.of Secrets
Headhunter
Hulk
Indiana Jones: Emp.'s Tomb
Jak 2: Renegade
James Bond: Agent Under F.
Judge Dredd:Dredd v Death
LMA Manager 2003
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Manhunt*
Max Payne
Medal of Honor Frontline
Medal of Honor: R. Sun
Metal Gear Solid 2
Midnight Club 2
Primal
Pro Evolution Soccer 3
Ratchet and Clank
Ratchet and Clank 2
Res. Evil: Code Veronica X
Return of the King
Return to Castle Wolfenstein
Silent Hill 2
Silent Hill 3
Simpsons: Hit & Run
Smackdown! 5: H.C.T.Pain
SOCOM: US Navy Seals
Soul Calibur 2
Splinter Cell
SSX 3
Star Trek: Elite Force
The Getaway
The Great Escape
The Return of the King
The Simpsons: Hit & Run
The Thing
Tiger Woods Golf 2004
Time Splitters 2
TOCA Race Driver
Tomb Raider: Angel of Dark.
Tony Hawk's Pro Skater 4
Top Gun: Combat Zones
True Crime: Streets of LA
Way of the Samurai 2
WWE Smackdown! 5: HCTP
Yu-Gi-Oh! Duel Monsters 2
Yu-Gi-Oh! Duellists of Roses
Plus Many More...

GAME CUBE

A = 01
A Goddess Reborn
Ace Golf
Agent Under Fire
Aggressive Inline
American Pro Trucker
Animal Crossing
Aquaman: Battle for Atlantis
ATV Quad Racing 2
B = 02
Back to Baghdad
Baldur's Gate: Dark Alliance
Barbarian
Batman: Dark Tomorrow
Batman: Rise of Sin Tzu*
Battle for Atlantis
Battle Houshin
Battle, Sonic Adventure 2
Battlecry, Robotech
Beach Bandits Rocket Power
Beach Spikers
Big Air Freestyle
Big Mutha Truckers
Billy Hatcher and Giant Egg
Black and Bruised
Blood Omen 2
BloodRayne
Blue Storm, Wave Race
BMX XXX
Bomberman Generation
Bond 007: Agent Under Fire
Bond 007: Nightfire
Bounty Hunter, Star Wars
Buffy 2: Chaos Bleeds
Bulletproof Monk*
Burnout
Burnout 2 Point of Impact
Bust a Move 2
C = 03
Capcom vs. SNK: EO
Casper: Spirit Dimensions
Cel Damage
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Clone Wars, Star Wars
Combat Zones, Top Gun
Conflict: Desert Storm
Conflict: Desert Storm 2
Crash Bandicoot
Crush Hour, WWE
D = 04
Dakar 2
Dark Alliance, Baldur's Gate
Dark Legacy
Dark Tomorrow, Batman
Darkened Skye
Dave Mirra Freestyle BMX 2
Dead to Rights
Deadly Alliance
Def Jam Vendetta
Defender
Desert Storm
Desert Storm 2
Destroy All Monsters
Die Hard: Vendetta
Dinosaur Planet
Disney Sports Football
Disney's Magical Mirror
Donald Duck: Quack Attack
Doshin the Giant
Double Dash, Mario Kart
Dr. Muto
Dredd vs Death
Driven
E = 05
Eggo Mania
Eighteen Wheeler
End Game
Enter the Dragonfly
Enter the Matrix
ESPN Int. Winter Sports '02
Eternal Darkness
Evolution Skateboarding
Evolution, Turok
Extra Large, Shrek
F = 06
F1 2002
Fantasy Star Online 1 & 2
Fellowship of the Ring
FIFA 2002
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fighting Live
Finding Nemo
Fire Blade
Fox McCloud in StarFox Adv.
Freaky Flyers
Freedom Fighters
Freekstyle
Freeride, Tarzan
Frontline, Medal of Honor
F-Zero GX
G = 07
Ghost Recon
Gladius*
Goddess Reborn
Godzilla: Destroy all Monst.
Grand Heat, Burnout
Groove Adventure Rave
H = 08
Harry Potter & Ch.of Secrets
Hit & Run, The Simpsons
Hitman 2: Silent Assassin
Hoodlum Havoc
Hot Pursuit 2
Hot Wheels: Velocity X
Hulk
Hunter: The Reckoning
I = 09
Ikaruga
Incredible Hulk
Inter. Superstar Soccer 2
Inter. Superstar Soccer 3
Inter. Winter Sports 2002
Italian Job: L.A. Heist
J = 10
James Bond 007: Nightfire
James Bond: Agent Under F.
Jedi Knight 2: Jedi Outcast
Jeremy McGrath's S'cross W.
Judge Dredd:D. vs Death
K = 11
Kelly Slater's Pro Surfer
Kinnuku Man 2-Yo
L = 12
Leg. of Kain: Blood Omen 2
Leg. of Zelda: Master Quest
Leg. of Zelda: Ocarina of T.
Leg. of Zelda: Wind Waker
Legends of Wrestling
Legends of Wrestling 2
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lost Kingdoms
Lost Kingdoms II: Rune
Luigi's Mansion
M = 13
Madden NFL 02 & 04
Magical Mirror
Mario Golf: Toadstool Tour
Mario Kart: Double Dash
Mario Party 4
Mario Sunshine
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Medal of Honor Frontline
Medal of Honor: R. Sun*
Mega Man Network Tran.
Men In Black 2 Alien Escape
Metroid Prime
Micro Machines
Minority Report
Monsters Inc. Scream Arena
Mortal Kombat: Deadly All.
MTV's Celebrity Deathmatch
MX Superfly
Mystic Heroes
N = 14
NASCAR Thunder 03 & 04
NBA 2K3
NBA Live 2003
NBA Street Volume 2
Need for Speed: H.Pursuit 2
Need for Speed: Under.*
Nemesis, Resident Evil 3
Network Transmission
Next Dimension, X-Men
NFL Blitz 2002
NFL Quarterback Club '02
NHL 2003 & 2004
NHL Hitz 2002
Night of 100 Frights
Nightfire
O = 15
Ocarina of Time: Master
Ocarina of Time: Zelda
OO7 Agent Under Fire
OO7 Nightfire
Outlaw Golf
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P.N 03
Pac-Man World 2
Paris-Dakar Rally 2
PGA Tour 2004
Phantasy Star Online
Pikmin
Point of Impact
Primal Fury - Bloody Roar
Prince of Persia: S. of Time*
Q = 17
Quack Attack
Quad Power Racing 2
R = 18
Rayman 3
Rebel Strike, R. Squadron 3
Reckless: Yakuza Missions
Reckoning, Hunter
Red Card Soccer 2003
Red Faction 2
Reign Of Fire
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Return of the King*
Rev. of the Flying Dutchman
Rise of the Akkadian
Rising Sun*
Robotech: Battlecry
Rocket Power Beach Bandits
Rocky
Rogue Leader
Rune: Lost Kingdoms 1 & 2
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Sanity's Requiem
Scooby Doo: Night of 100 F
Scorpion King
Scream Arena, Monsters Inc
Sega Soccer Slam
Shrek: Extra Large
Silent Assassin, Hitman 2
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Skies of Arcadia Legends
Smugglers Run 2: Warzone
Sonic Adventure 2 Battle
Sonic Adventure DX
Sonic Mega Collection
Soul Calibur 2
Speed Kings
Spiderman The Movie
Spirit Dimensions
Splinter Cell
SpongeBob Sq.Flying Dutch.
Spy Hunter
Spyro: Enter the Dragonfly
SSX 3
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: R. Squadron 3
Star Wars: Rogue Leader
Starfox Adventures
Starsky & Hutch
Streets of L.A: True Crime
Sum of All Fears
Summoner Goddess Reborn
Super Bust-A-Move 2
Super Mario Sunshine
Super Monkey Ball
Super Monkey Ball 2
Super Smash Bros Melee
Superman: Sh. of Apokolips
Swingerz Golf
T = 20
Tarzan Freeride
Tarzan Untamed
Teenage Mut. Ninja Turtles
The Fellowship of the Ring
The Hobbit*
The Hulk
The Italian Job: L.A. Heist
The L. of Zelda: Mast. Quest
The L. of Zelda: Oc. of Time
The L. of Zelda: WindWaker
The Matrix
The Reckoning, Hunter
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Two Towers
Theme Park Adventure
Throwdown, UFC
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Splitters 2
Toadstool Tour
Tom Clancy's Ghost Recon
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Undergr.*
Top Gun: Combat Zones
True Crime: Streets of LA
Turok, Evolution
Ty the Tasmanian Tiger
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Warzone, Smuggler's Run
Wind Waker
Wolverine's Revenge
World Cup 2002
Worms Blast
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WWE Crush Hour
WWE Wrestlemania X8
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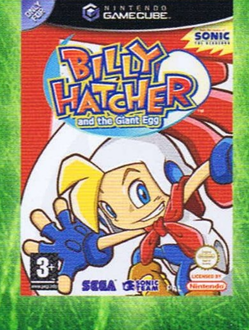




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